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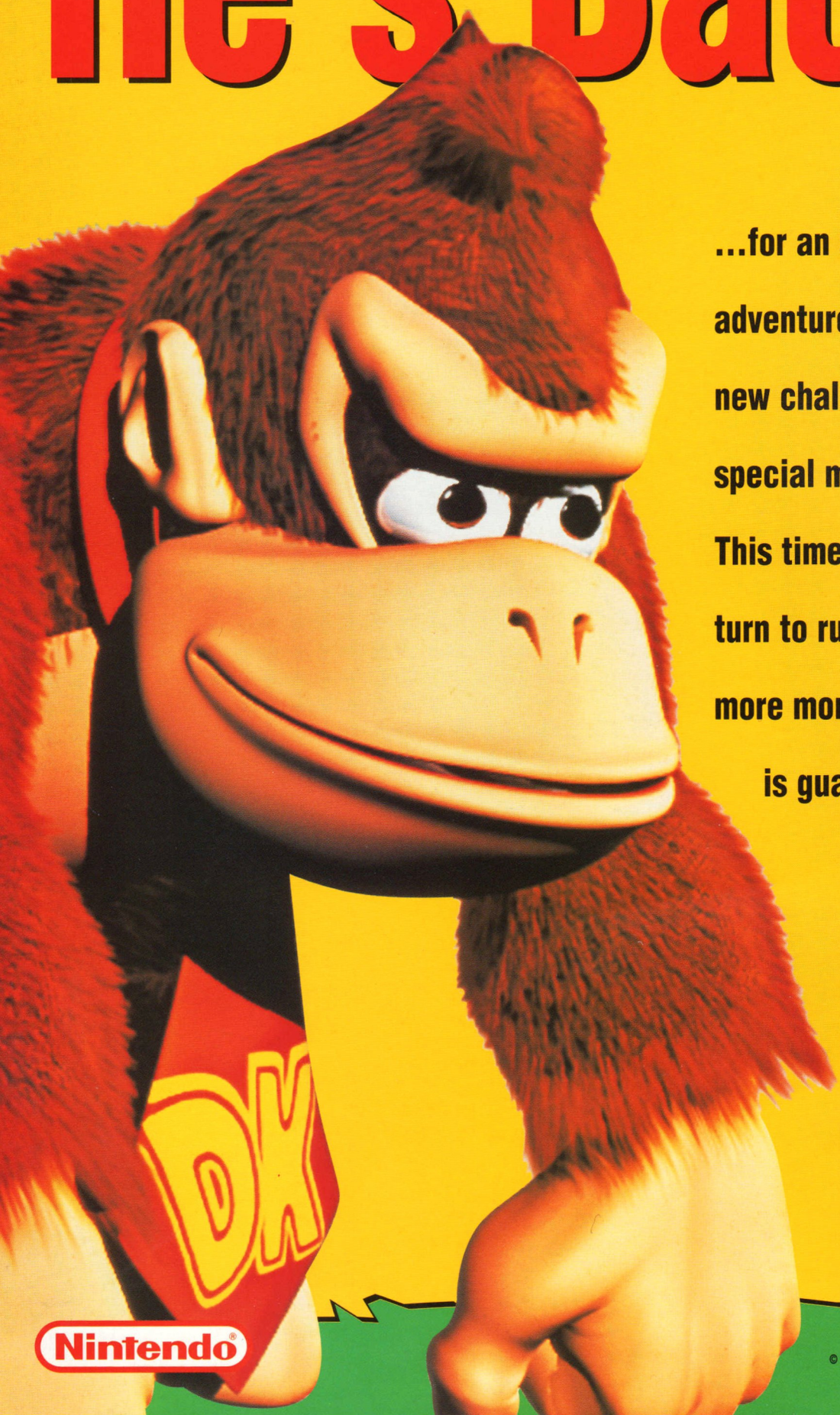

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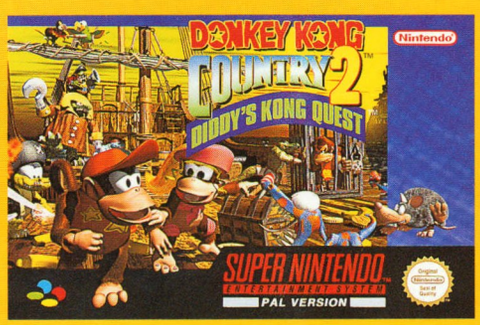

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NMS GIVES YOU A WOODY!

PAGE 12

Disney's remarkable new blockbuster has, unsurprisingly, received the Super NES conversion treatment. What is a surprise, though, is the quality of the end product. Travellers Tales are the team behind the game, and using actual character renders from the film they've produced graphics to rival those of the mighty Donkey Kong – Better watch out Rare! Turn to page 12 without further ado.

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KILLER INSTINCT 2

SCREAM AND SCREAM AGAIN!

Last month we EXCLUSIVELY unveiled Rare's scorching coin-op follow-up to the ace Killer Instinct. This month, armed with fresh screenshots and scorching new information, we delve further into what will undoubtedly be one of the runaway arcade hits of the year, and we get a bit more friendly with those brand new characters. Not *too* friendly, mind...

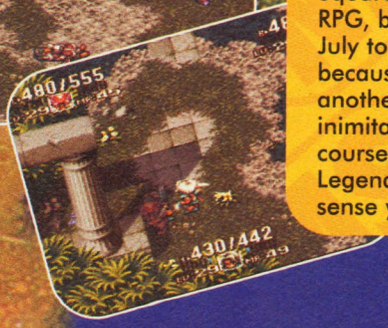
PAGE 18

NMS NINTERROGATION

YAMAUCHI AND LINCOLN SPEAK!

All those questions you keep yourself awake at night thinking about, all those questions you keep ringing up and pestering us about, every single blinkin' question under the sun you can ever think about pertaining to Nintendo and the NU64, is answered here by the only men in the know – Hiroshi Yamauchi and Howard Lincoln. They tell all in our no-holds barred interview on page 22.

PAGE 22



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SECRET OF MANA 3

SQUARE'S BEST YET?

The excitement continues to build over Squaresoft's amazing-looking Super Mario RPG, but it looks like we'll have to wait until July to see it on these shores. Nevermind, because in the meantime we've given yet another of their glorious role-players the inimitable NMS review treatment. I am, of course, referring to Secret Of Mana 3: Legend Of The Holy Sword. If you've any sense you'll refer to page 46 this instant.

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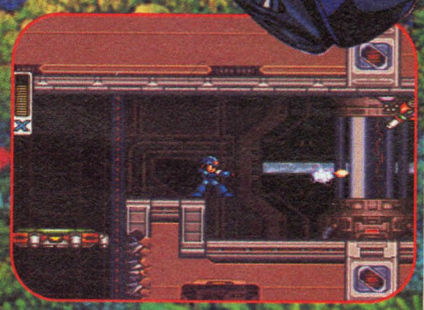
MEGAMAN X3

LET'S ROCK, MAN!

Can you ever remember a time when there wasn't a Megaman game? We certainly can't and now he's back again in his third Super NES outing. New powers and a large array of new enemies await, but is there anything new about the tired gameplay? Find out more in our EXCLUSIVE preview on page 84.



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TIPTACULAR OVERLOAD

TOP TRIO TIPPED!

This month's tips section is something of a bonanza for platform fans. We continue our unbeatable coverage of DKC2: Diddy's Kong Quest and Yoshi's Island, and we start our EXCLUSIVE Earthworm Jim 2 guide with hints, tips and incredible level maps from the creators of the marvellous game – Shiny Entertainment themselves! They love us, y'see...

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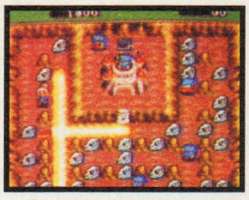
NEWS NETWORK

THREE TOP SECRET SMASHES A-COMIN'!

During a recent chat with THE GAMES, Nintendo's UK distributor, it was revealed that Nintendo has three secret Triple-A Super NES games due for release before the end of the year – and that's not including those games we already know about, such as Super Mario RPG. For those 'not in the software biz', let us explain that Triple-A titles are games of the calibre of Yoshi's Island or Diddy's Kong Quest, i.e. games that are destined to be surefire chart-toppers. Nintendo is playing things so close to its chest that it hasn't even told THE what the games are – all they have written on their release schedule are Game A, Game B and Game C! Our guesses? (And these really are guesses!) Another Donkey Kong Country game perhaps? Or a Zelda follow-up? MarioWorld 3? We'll just have to wait and see...

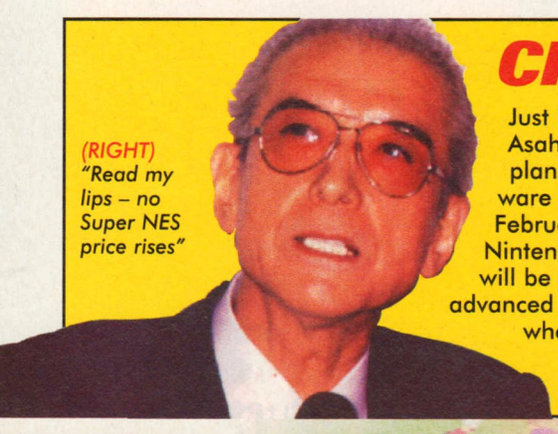


WHAT A BOMBER!

The very first shots of Super Bomberman 4 have just been released – and so we thought we'd share them with you! Details are scarce about what changes you can expect in the gameplay, although it seems that now you have an option to customise head-to-head battles (limiting the number of bonus pick-ups that appear and so on) and bomb chain-reactions now result in some incredible explosions. We're onto HudsonSoft's case right now, so with any luck we'll have some more information in a month or two.

JAM HOT!

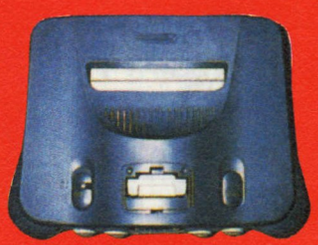
Acclaim has revealed that it has yet another basketball game in development – this time for the arcades. Called NBA Jam Extreme, it takes the massively popular US sport and adds all sorts of over-the-top, physically-impossible slamdunks and alley-oops. After the coin-op's release this April, it's expected that work will start on home conversions, possibly for both the Super NES and the NU64. As always, we'll keep you posted...



(RIGHT) "Read my lips – no Super NES price rises"

CHEAP! CHEAP!

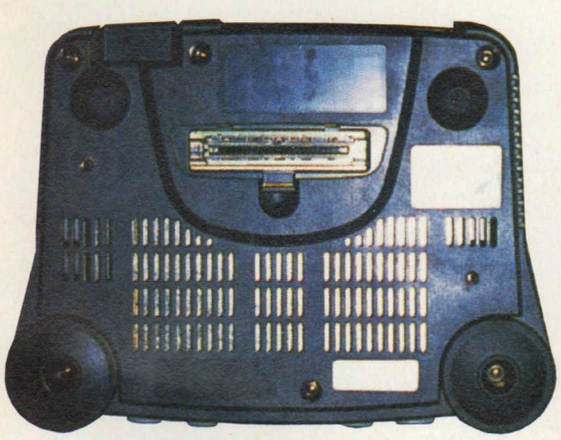
Just before Xmas the Japanese newspaper Asahi Shimbun reported that Nintendo plans to cut the price of its Super NES software by nearly 25% from the 1st of February. Apparently this is part of a plan by Nintendo to ensure that its 16-bit software will be substantially cheaper than its more advanced 64-bit software. It is not known yet whether these price cuts will also apply to software released in the US and here in the UK. Let's hope so, eh?



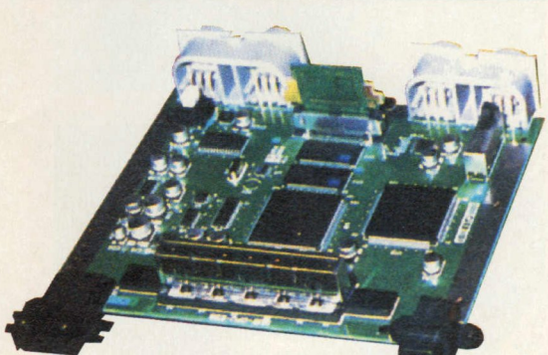
(ABOVE) A shot of the NU64 from above, clearly showing the machine's cartridge slot.

WHAT'S IN THE NU64?

This isn't much of a news story to be honest. It's merely an excuse to print some shots we've received of the NU64's expansion port (which is situated on the base of the machine and will – presumably – connect the NU64 to the 64DD) and also of the machine's internal circuit board (note how well-designed and free of clutter and junk it is). Being totally non-technical, we can't give you any insight into the NU64's performance based on these shots but still, interesting, huh?



(ABOVE) The underside of the NU64. Note that large expansion port – is this where the 64DD will connect?



(ABOVE) The innards of the NU64 exposed for all to see! Not many chips, are there? That's technology, that is.

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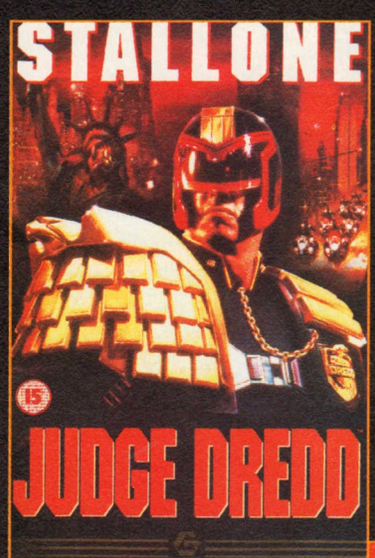


Spots can make you feel uglier than Mean Machine on a bad hair day. Thank Grud, then, for Oxy's comprehensive range of skincare products; while they're taking care of your pulsating zits, you're left free to get on and enjoy your life – say, for example, popping down the local multiplex-type movie emporium with a lady in tow to see the latest Hollywood blockbuster. Which is why (in a tenuous link, to say the least) we've teamed up with Oxy to give away copies of the brand new Judge Dredd video to five of you lucky readers. Currently available to rent only, Judge Dredd is the movie incarnation of the classic 2000AD comic hero. Full of fast action and top adventure, it's a film no SF fan can afford to be without – so get entering now!

HOW TO ENTER...

All you have to do to be in with a chance of winning one of our five Judge Dredd videos is answer the following oh-so-simple question:

Q. Apart from a total face transplant, what's the best way to zap those zits that are making your life a misery?

(a) Electrocute 'em!
(b) Oxycute 'em!
(c) Evacuate 'em!

If you know the answer, write it down on the back of a postcard or sealed envelope, add your name, address and age, and then send it to us at:

I AM THE LAW COMPO,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

Your entry must reach us no later than the 20th of March, which is when Dave will sharp-shoot the winners from a bag with his Lawgiver.

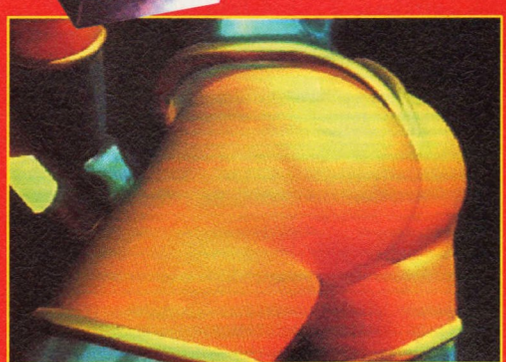
IMPORTANT! Because Judge Dredd is rated '15', this compo is open only to readers of 15 years of age or older!

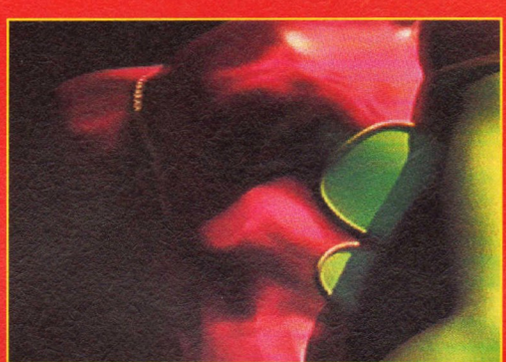
BRA HUMBUG!

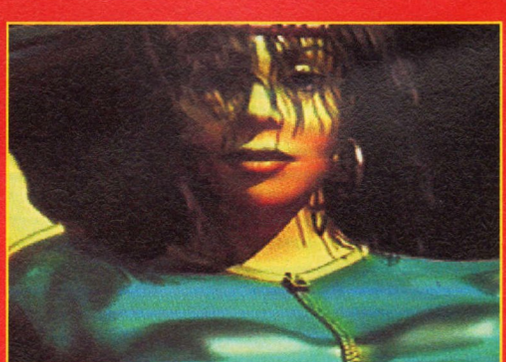
Ah yes, the 64DD. No, this isn't the bra size of some spectacularly well-endowed young lady, it is (apparently) the 'official' name of Nintendo's much-discussed 'bulky drive' add-on for the NU64. In a recent issue of Japanese mag Kyodo News International, NCL's spokes-people were reported as stating that the 64DD will have 64Mb (512 Mbits) of storage capacity, of which 20Mb will be read/writable. Also, it was claimed that Netscape Communications and Nintendo were indeed collaborating on a project to allow NU64 owners to download data onto their 64DD drives from the Internet, opening up all manner of new gaming possibilities. We should have more news soon, but in the meantime here's a mock-up shot of what one Japanese mag reckons the 64DD will look like. For what it's worth.

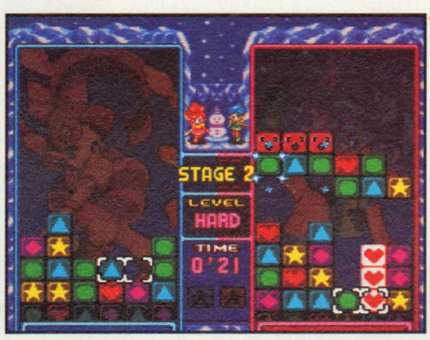
BUTT OUT!

In last month's combo-tastic feature about Killer Instinct 2, you may remember this, er, 'tasteful' series of shots from one of the game's many attractive sequences. Well, take a good, long, lingering look at it because you'll not see it in the finished game. Apparently the head honchos at Nintendo Of America weren't too sure about its slightly risque nature, and so have asked Rare to take it out. Boo!









ON... OFF... ON AGAIN!

The Paneru Gopon saga rolls on. A few months back you may remember we first told you about this fantastic block-based arcade puzzler, and about how it was going to be released over here in the UK with Killer Instinct characters instead of its original fairies. Then, last month, we heard the game wasn't going to be released here after all, so we reviewed the Japanese import version and awarded it a top 93%. Now we hear that the game is back on for a UK launch in the Summer, and instead of KI heroes it'll star Mario characters – our money's on Yoshi. Confused yet? You will be...

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WAK-WAK-OOPS!

As you feasted upon last month's massive NU64 showcase, your super-console enjoyment may have been marred by a slight error on the page about Star Wars: Shadows Of The Empire – due to a production error, one of the information panels, er, 'disappeared'. However, we're always prepared to admit when we've made a mistake and try to correct them when we can, which is why below you'll find a 'Cut-out and paste over that horrible hole' label, containing all the good stuff that went missing. Sorry – it'll probably happen again.

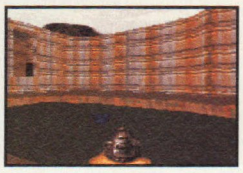
I'M FED UP WITH THIS SNOW!

Of course, Shadows Of The Empire isn't all about flying over snow-covered plains, zapping Walkers. According to Nintendo, the game also incorporates elements of all LucasArts' classic PC Star Wars games, such as Dark Forces and X-Wing, and then adds a special NU64 flourish to them. There are awesome Doom-like bits where you run around on foot, fighting 3D polygon Stormtroopers up close, and massive space dogfights in which you clamber into the cockpit of various Star Wars spaceships. Apparently there's even a section in which you steer a Speederbike around a dense forest. Ooooh, we can't wait!!!

WHO SEZ? YOU SEZ!

W H O S E Z ? Y O U S E Z !

Vote in the 1996 Golden Joystick Awards – and win a free subscription to NMS!



Every year EMAP Images, the company which publishes NMS, holds the prestigious Golden Joystick Awards ceremony at a posh hotel in London somewhere. It's widely regarded by many in the games industry as the most important awards ceremony of them all, because the winners in each category are voted for by the readers of EMAP Images' magazines, i.e. you, the people who actually go out and buy the games. This year's ceremony is due to take place in May, which means that it's time for us to ask you out there to vote for your favourite games of the last year. And to help sweeten the pill, we've got FREE subscriptions to NMS to give away to ten lucky readers! All you've got to do is write your nominations in the spaces provided below (in brackets we've given you some suggestions to get you thinking along the right lines), cut out the form (or a photocopy) and then send it to us at:

Golden Joystick Awards,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

Your nominations must reach us by the 19th of April, when the ten subscription winners will be drawn from a hat. Good luck, and thanks for your help.

(1) Best Console Advertisement:.....
(Earthworm Jim 2 billboard ads, Doom billboard ads, "You Can't Buy This!" NU64 ads)

(2) Best Handheld Game:.....
(Killer Instinct, Donkey Kong Land, Arcade Classic series)

(3) Best Licensed 16-Bit Console Game:.....
(Mortal Kombat 3, The Mask, FIFA '96, Micro Machines 2, Batman Forever, NBA Live '96)

(4) Best Original 16-Bit Console Game:.....
(Killer Instinct, Diddy's Kong Quest, Yoshi's Island, Earthworm Jim 2, Zoop)

(5) 16-Bit Console Game Of The Year:.....
(Killer Instinct, Diddy's Kong Quest, Yoshi's Island, Earthworm Jim 2, Doom)

(6) Best Console Developer Of The Year:.....
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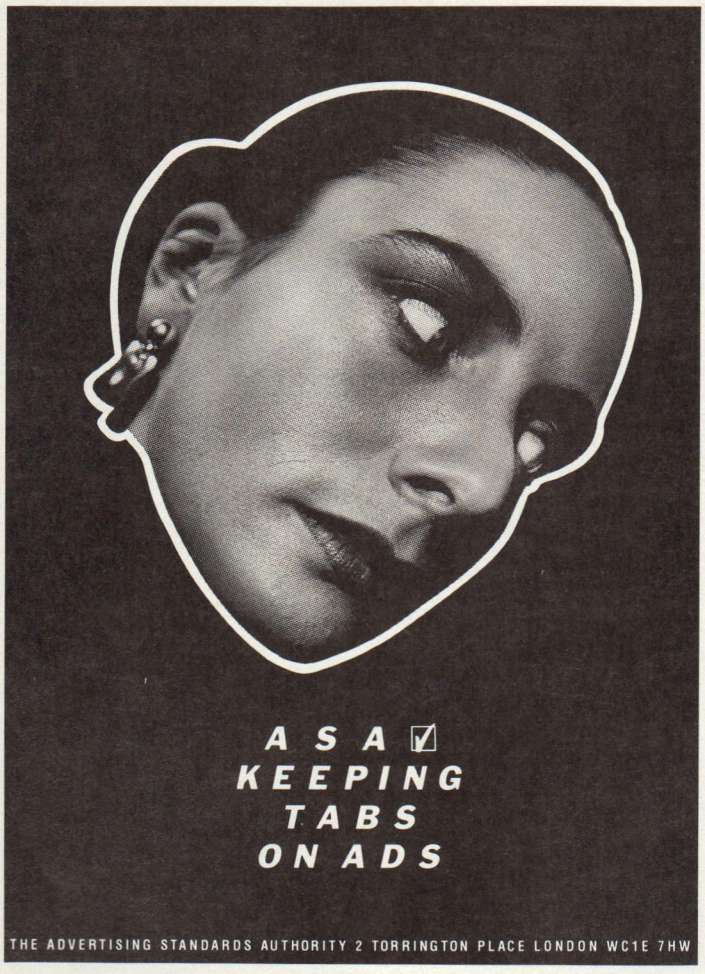

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SPECIAL FEATURE

Yes, yes, yes, we'll come clean and admit it – Toy Story is a movie tie-in. But before you grunt that "all movie tie-ins are crap" and rush to turn over the page, just take a brief squint at those in-game graphic shots. A bit good, aren't they? Sort of rendered in Donkey Kong Country style-e. So, are you starting to get a little bit interested now? Thought as much...

TOY STOR

LOOK OUT, DIDDY KONG –

Sadly, movie tie-ins have a less than glowing reputation. There have been a few exceptions – the Star Wars games for instance – but typically they're tired platform-based affairs with sprites that look nothing like their Hollywood alter-egos and shoddy gameplay that was already out of date when dinosaurs ruled the Earth. In fact, you can probably count the number of really good 'uns on the fingers of one hand that got badly mutilated in a threshing machine accident. But now here's Toy Story – and it looks set to change your notion of what a movie tie-in can look like and play like forever. It is (unsurprisingly) based on the movie that is currently taking the good ol' US of A by storm. On its opening weekend it took a phenomenal $40 million, and has since soared past the magic $100 million mark. And chances are that success will be repeated when it hits our sun-kissed shores on the 22nd of March. The unique thing about the movie is that it's been produced entirely on computer by Pixar, the Californian computer graphics pioneer, and it looks marvellous. And the good news is that the game is set to be just as hot. But hey, don't take my word for it. Why not judge for yourself as you browse through this stunning 6-page special feature...

SPECIAL FEATURE

MADE IN ENGLAND!

Toy Story was developed by Traveller's Tales up in Southport, the people behind the okay-ish Mickey Mania. The team created the game's slick rendered look by using the exact same 3D models employed by Pixar to generate the images in the movie. The result is a game that not only looks fantastic, but one that also precisely matches the visual style of the ground-breaking movie. It certainly gives Rare's Donkey Kong Country and Diddy's Kong Quest a run for their money in the graphics department. But graphics aren't everything, so how does it compare in terms of the gameplay? Judge for yourself...

VARIETY IS NOT DEAD!

If variety is the spice of life, then Toy Story must rate as the equivalent of extra hot chilli powder in life's kitchen spice rack. Those clever bods at Traveller's Tales have managed to cram more original ideas and clever twists on old themes into Toy Story's 17 thrill-packed levels than you'll find in almost every other film tie-in put together. Naturally there are the expected platform-y bits but they're extremely playable and exceptionally good-looking, and these are interspersed with one-on-one battles, racing sections and so on. It certainly keeps you on your toes, I can tell you.

HERE COMES WOODY!!

THE PLOT

Toy Story is a thrilling, action-packed story of rivalry and redemption, set, of all places, in a toy cupboard. The hero (and, briefly, villain) of the tale is Woody, a cowboy puppet who acts as the unofficial leader of all the other toys thanks to his status as six-year-old Andy's most favouritest toy. Everything is fine until, one day, the status quo is upset by the arrival of new toy Buzz Lightyear, an all-singing, all-dancing 'space ranger'- style action figure who rapidly replaces Woody in Andy's affections. Woody is, of course, not too chuffed about this and hatches a bitter and twisted plot to get rid of Buzz once and for all.

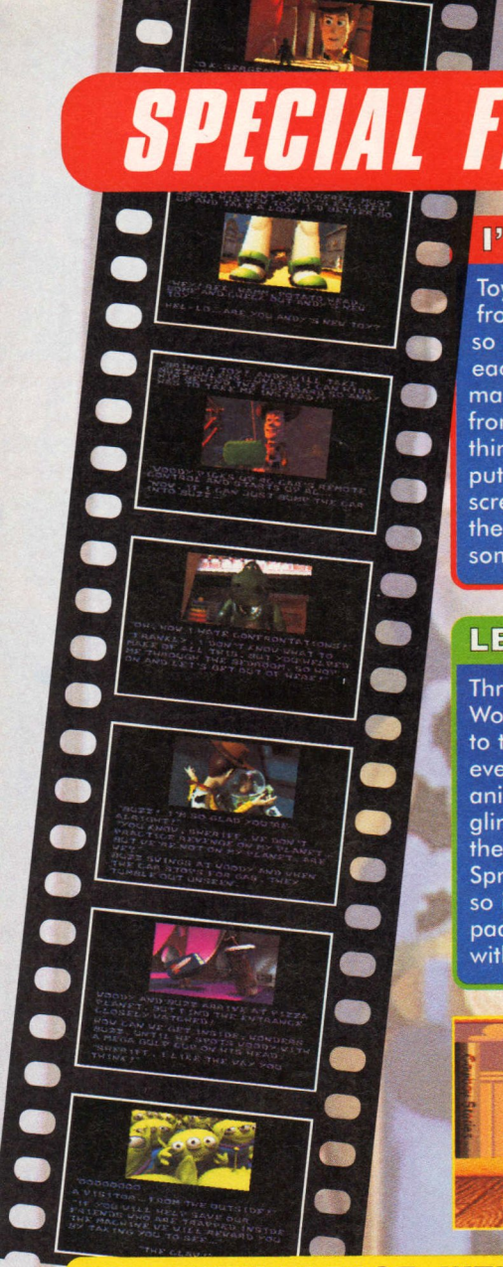
However, things don't go quite as Woody planned, and by a bizarre chain of events to lengthy to go into here, Woody and Buzz find themselves lost in the strange, alien world outside of Andy's cosy bedroom. Having no other option, the two agree to forget their differences for the time being and team up in order to get back to Andy's bedroom. Unfortunately, though, they soon find themselves in the clutches of Sid, the neighbourhood thug, and his dog, Scud. Sid is a nasty piece of work, notorious for pulling toys apart and reassembling them into hideous evil 'mutants'. As Woody and Buzz attempt to escape from Sid before they get torn apart, the pair form a genuine friendship and learn that only through mutual trust and respect do they have any chance of survival. *Aaaaah.*

TOY STORY THE MOVIE

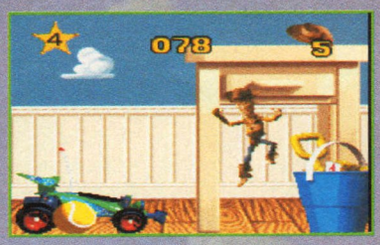
GAME DATA

- GAME: TOY STORY
- BY: DISNEY INTERACTIVE
- RELEASE: TBA
- GAME TYPE: PLATFORM
- PLAYERS: 1
- CART SIZE: 32 MEG

SPECIAL FEATURE



(RIGHT) Woody dodges the speeding RC car as things turn nasty. (RIGHT BELOW) Woody and Buzz race to become king of the toys.



I'M LOSING THE PLOT!

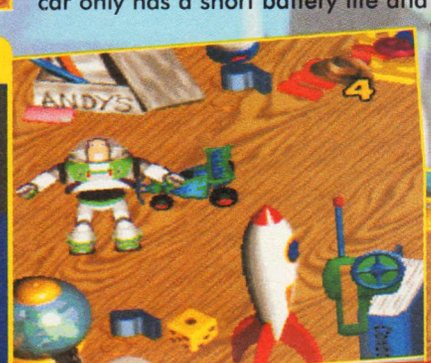
Toy Story's levels faithfully replicate all the famous moments from the movie (or so we're told – we haven't seen the film yet so we'll just have to take Disney Interactive's word for it), with each level linked by text screens that explain the developing plot, many of which are accompanied by excellent digitised images from the film. But as nice as this feature is, it does tend to slow things down a bit so it's good to see that Traveller's Tales have put in an option that let's you turn these screens off. The option screen also lets you configure the controls and alter the game's difficulty (and a good thing too, 'cos some of the later levels are blummin' tricky!)

LEAPIN' LIZARDS!

Throughout the whole adventure you control Woody the cowboy as he careers from one scrape to the next. He's one of the largest sprites we've ever seen in a Super NES game and he's superbly animated to boot, perfectly capturing the gangling gait of his big screen brother. Of course, in the past it's often been the way that Large Sprites = Little Control, but fortunately this ain't so in Woody's case – with just a flick of the joypad you can make the spirited lad run and jump with consumate ease, as if he were a sprite half his size.

MACRO MACHINES!

Jealous of the fact that Andy wants to take Buzz and not him on a shopping trip to the mall, the envious Woody uses Andy's radio-controlled car to knock the in-favour astroman behind the desk, the idea being that Andy will decide to take Woody when he can't find Buzz. In the game this movie sequence takes the form of a Micro Machines-like race against time around Andy's bedroom. The RC car only has a short battery life and the idea is to get to the end of the course before the energy runs dry. Luckily crashing into Buzz makes him drop a battery, which you can then collect to extend your time.



NO DEATH PLEASE, WE'RE DISNEY!

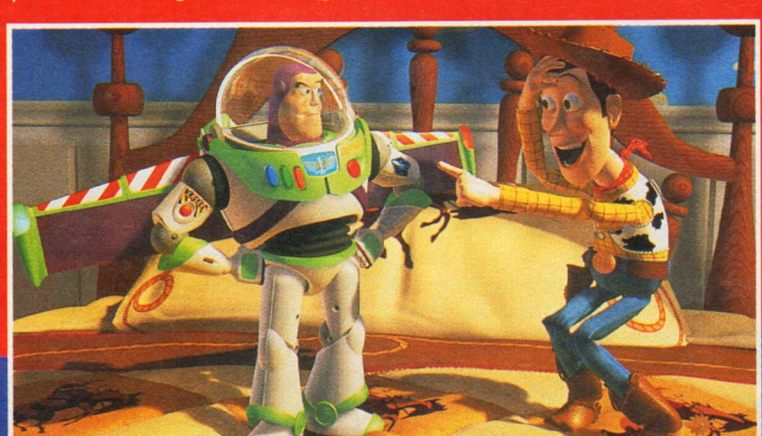
One thing you won't find in Toy Story is the grim spectre of death. If Woody take too many hits he doesn't give out an agonised scream, explode, slump to the floor or anything like that. Instead the screen simply fades to black, a life is deducted and you begin the level again from the last 'Continue' point. Likewise, Woody doesn't wound or kill his foes, he ties them up with his lasso-like pullstring which puts them out of the action for a few seconds. It's all very nice and sure not to upset the kiddies, but personally I'd have armed the Woodster with a double-barrelled shotgun. Now that would've been fun! Take that, Hamm! Eat lead, Rex! Etc, etc!

THE CREATORS

Toy Story is the first fruit of a historic three-film partnership between Walt Disney Pictures (which you've more than likely heard of) and Pixar Animation Studios, a Northern California-based computer graphics company. Pixar was originally formed back in 1979 as the Computer Division of Lucasfilm, Ltd, and produced effect sequences for 'Star Trek II: The Wrath Of Khan', 'Return Of The Jedi' and 'Young Sherlock Holmes'. Then, in 1986, Pixar was bought by Steve Jobs (one of the original founders of computer company Apple) and has since continued to maintain a reputation for pioneering, innovative work.

Toy Story's director is John Lasseter, a former Disney animator who also directed Pixar's Oscar-winning short 'Tin Toy' back in 1989. According to Thomas Schumacher, the executive vice-president of Walt Disney Feature Animation, "John knows how to create warm and appealing characters through this medium of computer animation better than anyone else in the universe, and the work you see really comes from his heart and spirit as much as it comes out of a computer box."

Lasseter is equally praising of Disney: "From the earliest stages of story development through to the final stages of post-production, Disney has been an invaluable collaborator providing us with their expertise in storytelling, film production and a fresh pair of eyes. They encouraged us to place our greatest emphasis on the story and proved to be a great sounding board for us throughout production."



SPECIAL FEATURE

JUMP TO IT!

The majority of the game's levels are essentially platform-based, with Woody hopping about like some gangling, overgrown Mario. However, it's not simply a case of run from left to right, jump on the baddies' heads and find the exit, because there are small (but perfectly formed) tasks to be completed before you can move on to the next level. On the first level, for example, you have to free the plastic toy soldiers from their tin and then help them carry the baby monitor to the end of the level. In another level you have to free the trapped toys and then guide them either into the toybox or under the bed. Okay, so it's not complicated, but it makes for interesting gameplay.

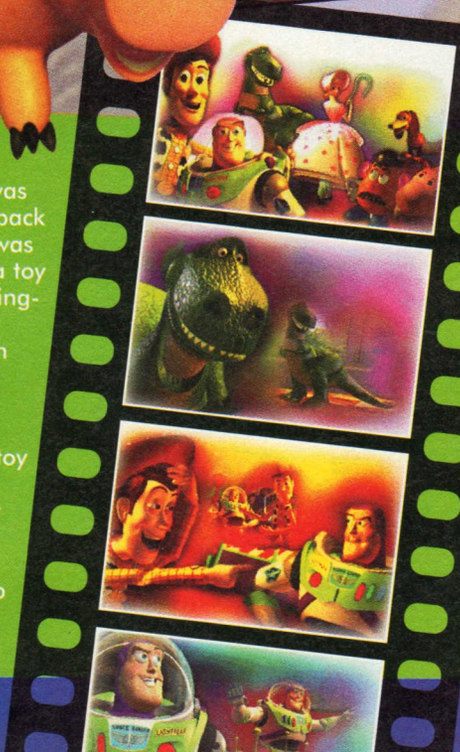
REATES ALL THE MAGIC OF THE HIT MOVIE!!

BATTLIN' BUZZ LIGHTYEAR!

True to the film's plot, Woody and Buzz simply do not see eye-to-eye in the early part of the game, and there are a couple of points where their arguments end up in a bout of fisticuffs. The first of these occurs when Woody has a nightmare about battling a giant laser-firing Buzz, who is protected from attack by a spinning ring of fireballs – Woody has to use his pullstring to whip out the fireballs before taking on Buzz. The second battle takes place when Woody and Buzz have just fallen out of Andy's bedroom – Woody has to use his pullstring to bounce a rubber tyre and trap Buzz as he flies about all over the screen.

WOODY'S A REAL SWINGER!

In the later levels Woody is forced to do a credible Indiana Jones impression as he uses his pullstring like a whip to hook onto the scenery and swing across bottomless chasms and deadly pits. Some of these nail-biting sequences require top-notch joypad control skills, as you're asked to swing back and forth through thin air with exacting precision – and if you make one mistake, you lose a life. Phew! Where's a Spiderman action figure when you need one, eh?



THE CONCEPT

The fundamental idea behind Toy Story was first proposed to Disney by Lasseter way back in February 1991. The germ of the idea was born from a single visual image: that of a toy at a highway rest stop, its family unknowingly leaving it behind. According to Andrew Stanton, who evolved the story along with Lasseter, Pete Docter and Joe Ranfft, "It's such an emotional thing because everybody has lost a toy that they wanted so desperately to find, that they wished the toy was looking for them."

After that, the team then had to work out what type of toys the two lead characters would be. At first, they envisioned a ventriloquist's dummy and a musical wind-up toy called Tinny which starred in Pixar's earlier 'Tin Toy'.

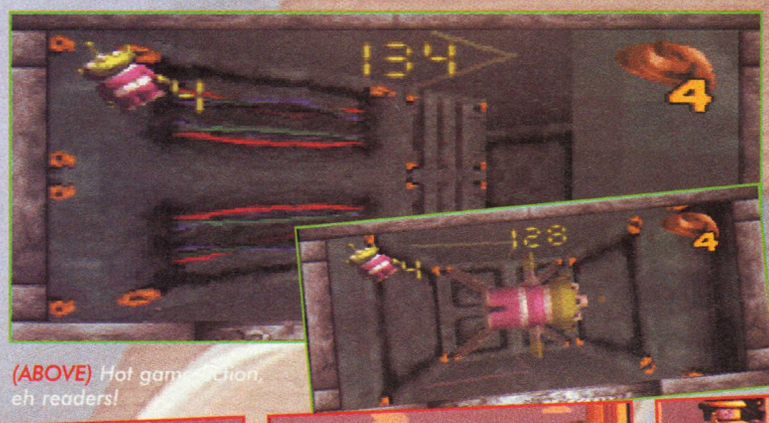
"We knew we wanted an old toy and a new toy," comments Lasseter about Toy Story's genesis. "The initial idea was that the dummy was a hand-me-down that Andy had gotten from his father, and then on his birthday he gets Tinny as a new toy. But as the story evolved it became clear that Tinny was too antiquated. So we started to analyse what a little boy would get these days that would make him so excited that he stopped playing with everything else.

"Buzz Lightyear represents whatever cool flashy toy you owned at one time. Woody represents whatever worn-out doll nobody else would want but you had an affection for. Since it was a buddy picture we wanted the dummy to be the complete opposite of a space toy so we made him a cowboy. They were a great complement to each other – the old frontier and the new frontier."

SPECIAL FEATURE

WALK THE DINOSAUR!

When Andy's other toys learn that Woody has pushed Buzz out of the bedroom window, they all turn against him - all, that is, except Rex the dinosaur. So, jumping on Rex's back, Woody has to make a high-speed bid for freedom, jumping over the enraged toys as he makes good his escape. You have no control over the fast-scrolling scenery on this level, although as well as jump you can move backwards and forwards a little to help you dodge the other toys.



(ABOVE) Hot gam[illegible]tion, eh readers!

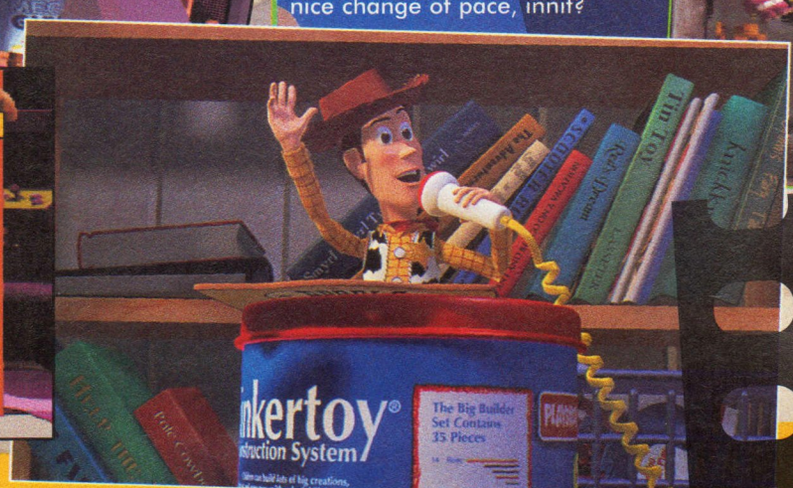
COULD THIS BE THE BEST MOVIE TIE-IN EVER?!

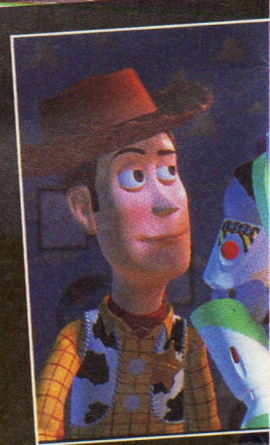
GRAB A PIZZA THE ACTION!

Woody and Buzz's quest to return to Andy's bedroom takes them to Pizza Planet, a fast-food joint. Using discarded paper cups and burger cartons as a disguise, the daring duo have to navigate their way through the restaurant, dodging the luke-warm hot dogs and soggy french fries falling from the tables and also the feet of the kids giving chase to their paper aeroplanes.

WOODY'S DOOMED!

The plot takes another twist when Buzz falls into one of those grabbing machines like you get at the seaside – you know the sort of thing, where you have to try and pluck a toy out of a pile of other toys using a feeble crane-like affair that has the pulling power of a spotty-faced nerd with bad breath. Of course, our hero Woody, who is starting to warm to Buzz, has no option but to venture into the machine and rescue him, which entails navigating through a 3D maze akin to the kind found in Doom. Sadly, however, there are no baddies to zap, just three-eyed alien toys to rescue. Still, it's a nice change of pace, innit?





THE STARS

Although Toy Story is technically ground-breaking, Lasseter and his team never forgot that they're main job was to entertain and not merely to amaze."We're storytellers who happen to use computers," remarks Lasseter. "Story and characters come first and that's what drives everything we do. You can dazzle an audience with brand-new technology but in the end people walk away from a movie remembering the characters."

It was for this reason that choosing the right actors to play each character was just as important as the technical proficiency of the amazing computer animation and the quality of the script. In the end the team chose Oscar-winner Tom ('Forrest Gump', 'Apollo 13') Hanks to play old favourite Woody and Tim (star of the Ch4 sitcom 'Home Improvement') Allen to play newcomer Buzz Lightyear.

"I had just seen the film 'A League Of Their Own'," says Lasseter, "and what I loved about Tom was his ability to make all kinds of emotions appealing. Even when he's yelling at somebody, he's likeable. That was crucial because Woody behaves pretty badly when he's not head toy anymore."

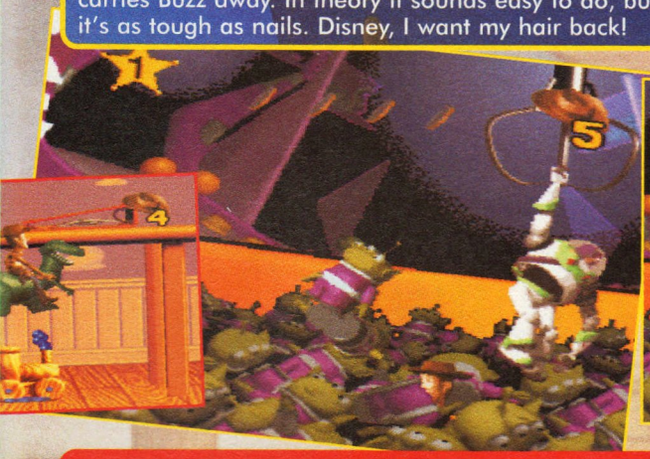
As for the choice of Tim Allen, Lasseter comments: "We were all inspired by Tim's character on 'Home Improvement'. After our first recording session we analysed the dialogue, and realised that what Tim's perfect at doing is the every-day guy. He gave us that quality we wanted of a macho guy with a soft underbelly. So instead of making Buzz aware of being a superhero, we made him more like a really good, well-trained cop."

In the other roles are more big names, including Jim (the 'Earnest' movies) Varney as Slinky Dog™, Wallace ('The Princess Bride') Shawn as Rex the dinosaur, and John (Cliff from 'Cheers') Ratzenberger as Hamm the piggybank.

SPECIAL FEATURE

WHATEVER GRABS YOU!

If you like a challenge, then you'll love this part of the game – it's rock! The idea is to protect Buzz from the dreaded claw which is being controlled by bad boy Sid. However, the only way to do this is by tossing alien toys into the air using your pullstring, and then knocking them up at the claw using a golf-like swing as it carries Buzz away. In theory it sounds easy to do, but in practice it's as tough as nails. Disney, I want my hair back!

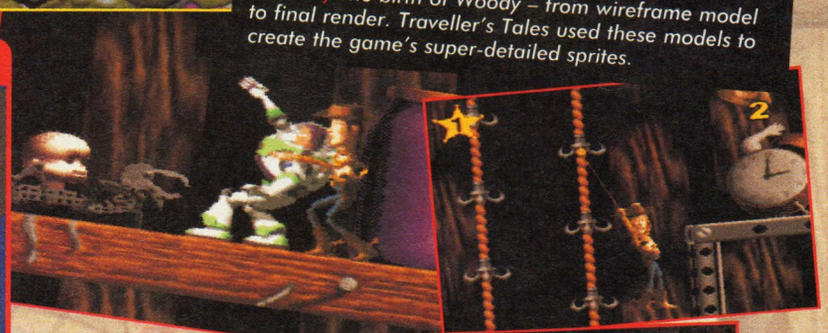


(BELOW) One of the toughest foes in the game – the dreaded Claw!

(ABOVE) The birth of Woody – from wireframe model to final render. Traveller's Tales used these models to create the game's super-detailed sprites.

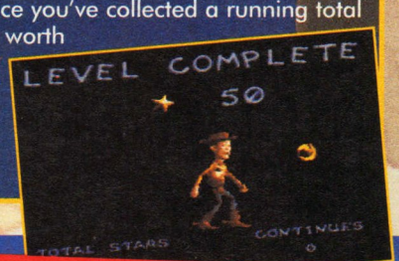
IF YOU SEE SID - RUN!

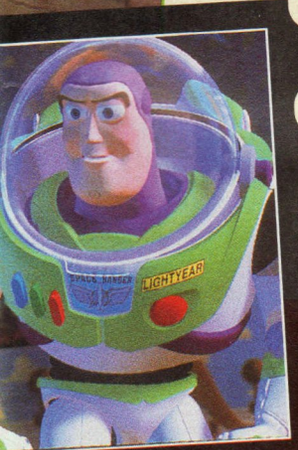
Captured by Sid, Woody and Buzz find themselves trapped in the evil lad's depressing workshop, the place where he cruelly dismantles cute toys and turns them into terrifying mutants! Cue more platform japery as Woody tries to escape. One neat idea in this bit occurs when Sid appears – using a magnifying glass he sets fire to Woody's head, and you have to struggle to control the panicking puppet as he dashes all over place, oblivious to the energy-draining enemies nearby. You'll also have to make sure you're rope-swinging skills are up to par because you'll certainly need 'em here!



STARS IN YOUR EYES!

Throughout each level you'll find a total of 50 stars dotted about, which you can collect for extra bonuses. Pick up 40 or more and you'll be rewarded with an energy top-up, but find all 50 and you'll earn an extra life! Even better, once you've collected a running total of 300 stars you get a 'Continue' worth a whopping 5 lives! And believe me, in the game's tougher late levels you'll need all the help you can get! This is no easy ride, that's for sure.





THE ANIMATION

Toy Story is the first full-length motion picture to be rendered entirely on computer, a mammoth project that took nearly four years to go from concept to screen. "Definitely the hardest thing, logistically, was the staffing," recalls co-producer Bonnie Arnold. "In live-action filmmaking it's easy to find cinematographers, editors, art directors who traditionally have done this for a long time. But nobody has ever made a movie of this kind before. At times, I don't think even we understood the depth of that."

Toy Story's 77-minute running time, consisting of 1561 individual shots and a cast of 76 'virtual' characters, was created by a team of 27 animators, most of whom came from 'traditional' animation backgrounds, such as hand-drawn, puppet or clay animation. Depending on the image complexity, each frame of film took between 45 minutes and 20 hours to render on 110 Sun SPARCstation processors running 24 hours a day – at full pelt the team managed to produce 3.5 minutes of film a week.

However, there's no doubt that all that effort has been worth it; critics in the US have been raving about Toy Story and punters queuing around the proverbial block to see it.

"[Toy Story is] a breakthrough – a milestone that will go down as a landmark in motion picture history," enthuses Steve Jobs, Pixar's owner and chairman.

"One of the great things about computer animation is that every step of the way you see something new," adds Lasseter. "I feel lucky to be able to come to work every day and look at things and say 'Oh my, look at that – that's amazing'."

SPECIAL FEATURE

Remember last month when we EXCLUSIVELY revealed to the world that miracle of the silicon age that is Killer Instinct 2? And, remember how, at the time, you thought to yourself "Surely this is the pinnacle of top exclusive-ness, NMS cannot possibly do any better than this?" Pah! We were just teasing you – that was all just a mere smidgen of a foretaste of what was to come, as this month's more than fulsome exposé testifies...

Oh yes beat-'em-up lovers, once more the intrepid NMS team ventured North on a mission to extract more information from those top-secret Nintendo supremos, Rare, concerning their latest top fighting romp - Killer Instinct 2! Okay, it took Andy and Simon two full days of crawling around in the mud and hiding in bins before they managed to creep into Rare's secret games' laboratory and uncover these latest secrets. Hey, they emerged stinking to high heaven, but that's the kind of guys they are – smelly ones!

THE CARNAGE CONTINU

NEW HEADS ON THE BLOCK!

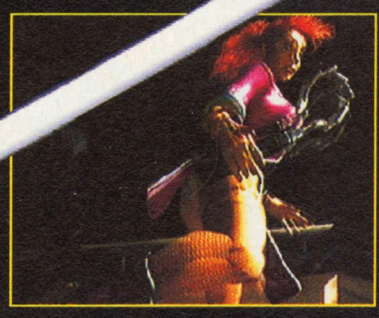
Alas, three of the original KI warriors fail to make it across the Vortex. What a good job that there are three totally new player-controllable characters awaiting on the other side. They are, in no particular order of hardness, Maya, Tusk and Kim Wu. What say we go and meet 'em...

MAYA

If there had been such a game as Killer Instinct Zero, it's highly probable that Maya, Queen of the Amazon, would have been one of its star performers. She played a major part in dispatching Eyedol and Gargus in the first place, becoming a heroine of her people for her troubles. However, now that Gargus is back she has fallen from grace and has been banished until such a time that he's dealt with on a more permanent basis. That and found herself a proper set of clothes, I shouldn't wonder.

A SLENDER YARN...

Game-anoraks out there will recall the purpose of Killer Instinct was to vanquish the evil Eyedol to the vortex from whence he came. Indeed, it should all have ended there. However, as Orchid strikes the final blow, the Vortex opens up and Gargus (Tiger Spirit and Eyedol's arch-enemy – also trapped in the Vortex) seizes his one and only chance to break free. But, his bid for freedom backfires and causes a massive rip in the space-time continuum. This causes the vortex to swallow up, not only the defeated Eyedol, but the whole Ultratech building - combatants and all - whisking them all back to an ancient and mysterious land. Now a new battle commences in the vain hope of ending the tyrannical reign of Gargus. Oh well, here we go again...



ES!

TUSK

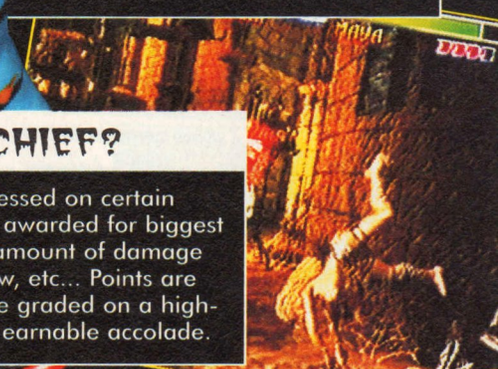
Sole survivor of a noble warrior caste from the frozen northern wastelands that was decimated by the antics of Eyedol and Gargus, Tusk now makes a more than modest living as an undefeated champion on the gladiatorial circuit. But now that Gargus has returned, Tusk decides that payback time is nigh and, mighty sword in hand, goes in search of his old foe. All together now – ooh, you're hard...

KIM WU

Kim is descended from a long line of legendary Samurai warriors and has been trained since childhood in their many ways of traditional but deadly combat. Unlike Tusk and Maya she has no great axe to grind as far as Gargus is concerned, but hey, nobody likes a bully! So she sets about the task of destroying him with appropriate relish, besides which, they needed her to make sure that KI2 has the largest babe-count of any beat-'em-up. Wahey! Koff!

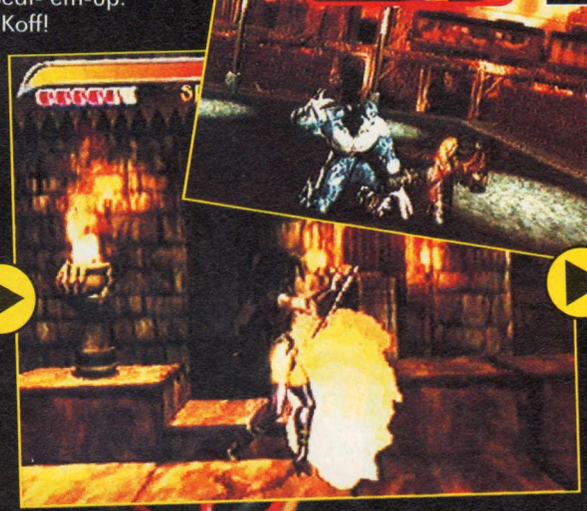
FATAL DISTRACTIONS!

Sometimes – not often, mind you – it's a real pleasure to be wrong about something. Last month we reported that the fatalities that were so popular in the first game had been taken out from the sequel. In our defence, we were only reporting what Rare had told us at the time. However, it seems that they've had a change of mind and decided to reintegrate them into the game. Of course, Rare being Rare, they've fiddled about with the whole concept of the 'finishing move' as we know it – now skilled players can pull them off during the game too! All the characters have new fatalities too – Combo, deciding that the time for Queensbury rules has ended, pulls out a machine-gun and strafes his opponent down, while Fulgore sends the loser's coordinates to a patrolling aircraft that beams molten laser death by return of post. Scorchio!



WHAT'S THE DAMAGE, CHIEF?

At the end of each bout gamers are assessed on certain aspects of their performance. Points are awarded for biggest combo, largest number of hits, biggest amount of damage done, maximum number of wins in a row, etc... Points are awarded accordingly and top players are graded on a high-score table, a Legend being the highest earnable accolade.



SPECIAL FEATURE

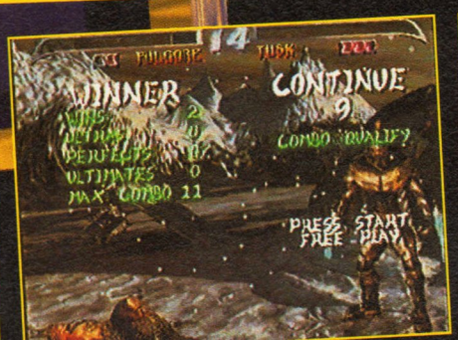
JASON AND THE AAARRRGGHHONAUTS!

KI2's only a 2D game, but we reckon it's rendered characters and amazing backgrounds have greater depth than any of its 3D contemporaries. They certainly leave them all standing in terms of overall detail and it's possible to interact with some of them. Take Fulgore's laboratory, for instance – scientific equipment lines the walls and to the right of the play area a huge, unfinished robot hangs ominously. Players are able to punch bits off the robot, leaving trailing wires and showering sparks of electricity. TJ Combos and Kim Wu's levels are both fully rotatable. But our favourite has got to be Spinal's - set aboard a Jason and the Argonauts-style galley that's crewed by rows of spooky skeletal seadogs endlessly pulling away at their oars. Chilling.

ALL'S NOT WELL THAT ENDS UNWELL...

The ring-out fatality, where the losing player was hurled to their doom from the roof of a towerblock, was the cause of much merriment in the original KI. Well, it must have amused someone, for the bods at Rare have decided to include a whole brace of similar deaths in KI2. In Spinal's stage, for instance, if the final blows in a bout take place near enough to the edge of the boat and are of sufficient ferocity, the poor guy on the recieving end is catapulted overboard, checking in for an extended vacation at Davey Jones' locker. A similarly watery end awaits defeated players standing too close to the well in Sabrewulf's level.

(ABOVE) Pinty-toothed Sabrewulf gets a right kicking from the beautiful but deadly Maya.



SPECIAL FEATURE

MORE FOOL YOU...

Killer Instinct 2 has incorporated some rather neat features – features that Rare believe have not been seen before in any other beat-'em-up. One such all-new feature is the Fake Move. This is a devious device whose sole intention is to trick your opponent into making a foolish error. Jago's Fake Move, for example, starts with him throwing a fireball, except that after a few frames the fireball animation stops, which is a little too late for the hapless opponent who has already jumped out of the way allowing Jago to sneak in there with a timely uppercut. Ooyah!

(LEFT & BELOW) Killer Instinct 2's multitude of rucks take place in some exotic locations. Here T.J. Combo battles SabreWulf in the lush tropical gardens of a deserted Mayan temple.

HURL AND HURL AGAIN!

Rare are also making grand claims to have improved the throws in the game and even reckon to have invented a totally new way to implement them. The standard throw, Rare claim, is normally a low-down and dirty thing to use. So they've decided to make the throws in KI2 much less damaging, to discourage their use, and they've also included a way to counter throws. But better still is the totally new way Rare have included throws into combos. Throws used as part of combos are more powerful than standard throws, they hurl the opponent higher in the air than standard throws and make the combo unbreakable too. Top one!

PLAY FOR KEEPS

The best KI2 news of all is that, by the time you're reading this fine feature, you may well be able to go to the local arcade and play the game for yourself. You see, at the time of writing, the completed game is almost ready to go into production. So keep an eye out for it – it shouldn't be all that hard to spot – stick a few ten pees into it and learn those moves. Who knows, perhaps we'll reserve a special something for the sender of the best player's guide or, better still, the cheat to play as Gargus. And don't forget to tune in to our incredible in-depth review next month!

SPECIAL FEATURE

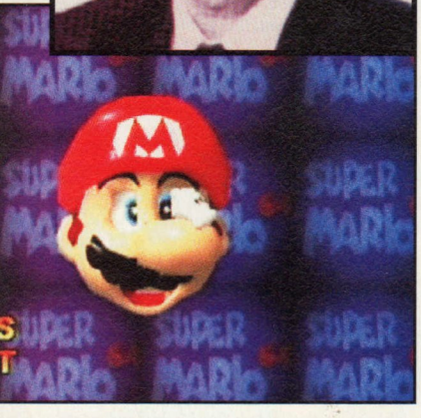
TAKE IT TO THE TO

Do you think we'd travel through rain and shine to get to the Shoshinkai for the unveiling of Nintendo's competitor killing console without having a listen to what the real big-wigs at Nintendo have to say about the future of the dream-machine? Course not! Now read on and feel the power of enlightenment.

During the Shoshinkai Show last November the two most powerful men in Nintendo gave their candid views on the future of Nintendo, the NU64, the Super NES and much more besides. First Mr Hiroshi Yamauchi, President of Nintendo Co., Ltd, gave his annual address to the show's visitors in which he focussed mainly on the NU64. Later Howard Lincoln, Chairman of Nintendo Of America, hosted an international telephone conference along with Peter Main, Executive Vice President of NOA, and George Zachary of Silicon Graphics Inc. This gave journalists from around the world a chance to pitch questions about Nintendo's plans and how they intend to reinforce themselves as the world's number one video games company. Featured below are highlights from both Mr Yamuchi's speech and Mr Lincoln's conference which gives you, the readers, an in-depth look at Nintendo's plans for the future. And let's face it, if they don't know, who does...?

"When [Super Mario 64] is complete, it may be the best video game in history."

Mr Hiroshi Yamauchi, President of NCL.



NINTENDO ULTRA 64

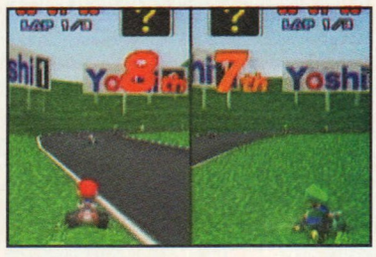
To start with, the answer to the question that all you readers have been asking non-stop for Lord knows how long, i.e. when is the Nintendo Ultra 64 going to be released. Howard Lincoln confirmed that *"the timing for the Japanese launch is April 21 of next year [1996]. The hardware will come to market at a retail price of 25,000 Yen which, if I do my arithmetic right, is a suggested US retail price of, as promised, just under 250 dollars [around £200]"*. He also confirmed that it would be known simply as Nintendo 64. As for launching in America and the UK he went on to add: *"The launch date for both North America and Europe will be the end of April 1996, directly following the Japan launch."* When asked if the NU64 would come packaged with a game, he replied: *"We have not made a decision whether we will pack in software with the Nintendo Ultra 64 for the US or the European launch."*

FROM P!

NU64 SOFTWARE

When asked why there were only two NU64 games on display for people to play at the Shoshinkai Show, Mr Yamauchi noted that Super Mario 64 was 50% complete but pointed out that because players are already familiar with Super Mario games, they can see the uniqueness and quality of this new Nintendo 64 title. *"I might be bragging,"* he stated, *"but when this game is complete, it may be the best video game in history."* A bold statement indeed, but who is going to doubt him? I'm certainly not!

On the subject of the memory size of the carts, Mr Lincoln commented that they *"will contain between 64 and 96 Mbits of memory. By way of comparison, 64 Mbits is twice the size of either of the Donkey Kong Country games on 16-bit now in the market."* As to games in the future he added: *"We expect that if game developers are interested, we will be able, in the future, to manufacture cartridges with up to 256 Mbit capacity."* With all the rumours circulating that games are going to cost over £100, he continued: *"The suggested retail price for the first cartridges introduced in Japan will be 9800 Yen, which as we projected before is right in keeping with the current price range of Super NES cartridges here in the market."*



SPECIAL FEATURE

NU64 CONTROLLER

We all know about the hand controller and what it can do, but what do the top boys at Nintendo have to say about it? *"All by itself I think it helps revolutionise the video game industry,"* enthused Howard Lincoln. *"It gives the entire development community the opportunity to do things that simply have not been possible before."* Mr Yamauchi was also clearly excited about it, stating: *"The uniqueness of the Nintendo 64 controller enables new seeds of ideas to grow with developers. For example, the 3D Stick can be used in sports games such as soccer and baseball for more realistic control. A qualitative difference can be felt by the users. Without those changes, there may not be a future for video games."*

"All by itself I think [the NU64 controller] helps revolutionise the video game industry."

Mr Howard Lincoln, Chairman of NOA.

NU64 SPECS

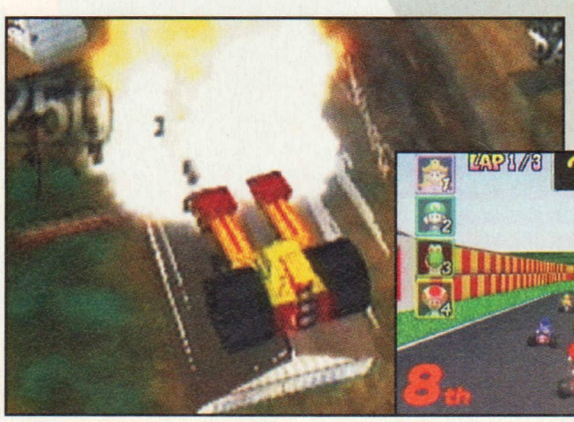
For those that like boring their mates with all the technical specs (and let's face it, there's one in every bloody class at school), these figures should really stir your loins. Peter Main spoke about the technical specs, revealing: *"For the first time this weekend, Nintendo is publicly announcing the numbers behind that performance. First of all, the CPU in this hardware runs at a clock speed of 94 MHz. In comparative terms, that is two and a half times the Sony Playstation. The reality co-processor, which was developed in conjunction with SGI, is a wonder of efficiency running at a full 64 MHz. Owing to the unique contributions of the RAMbus, the memory transfer speed is an absolutely incredible 4500 Mbits per second."*

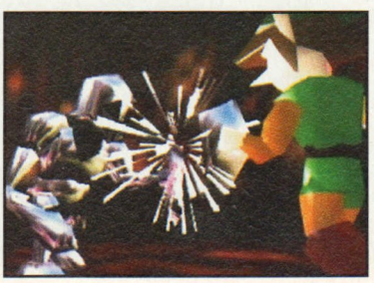
INTERNET ACCESS

With regard to rumours suggesting Nintendo is in the process of striking up a deal with NetScape to create an Internet-based project, Howard Lincoln stated: *"At this point we are simply in the discussion stage."* However he did indicate that things could change in the near future. *"I do expect that there will be some announcements, or could be, in this area by the beginning of the year"* he concluded. So for all those with access to the Internet, I suggest you keep an eye out, but rest assured you'll hear about it first in NMS.

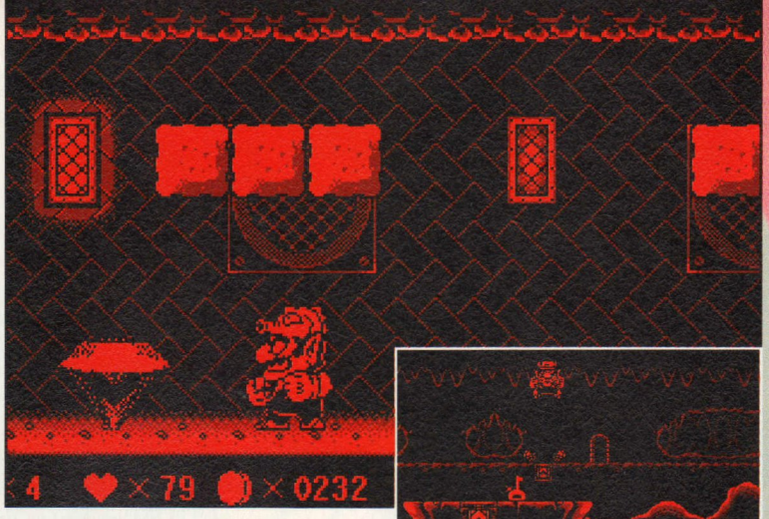
NU64 'BULKY DRIVE'

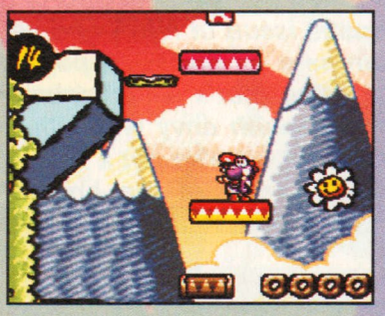
In his speech Mr Yamauchi later moved on to news about the bulk storage device (or the 'bulky drive', as it's known to its close friends), stating: *"Nintendo intends to provide a large capacity, high-speed peripheral that not only reads data, but it writes in as well."* He went on to say that two potential projects that could make use of this new technology by the end of 1996 would most likely be Legend Of Zelda 64 and Dragon Quest VII.





SPECIAL FEATURE





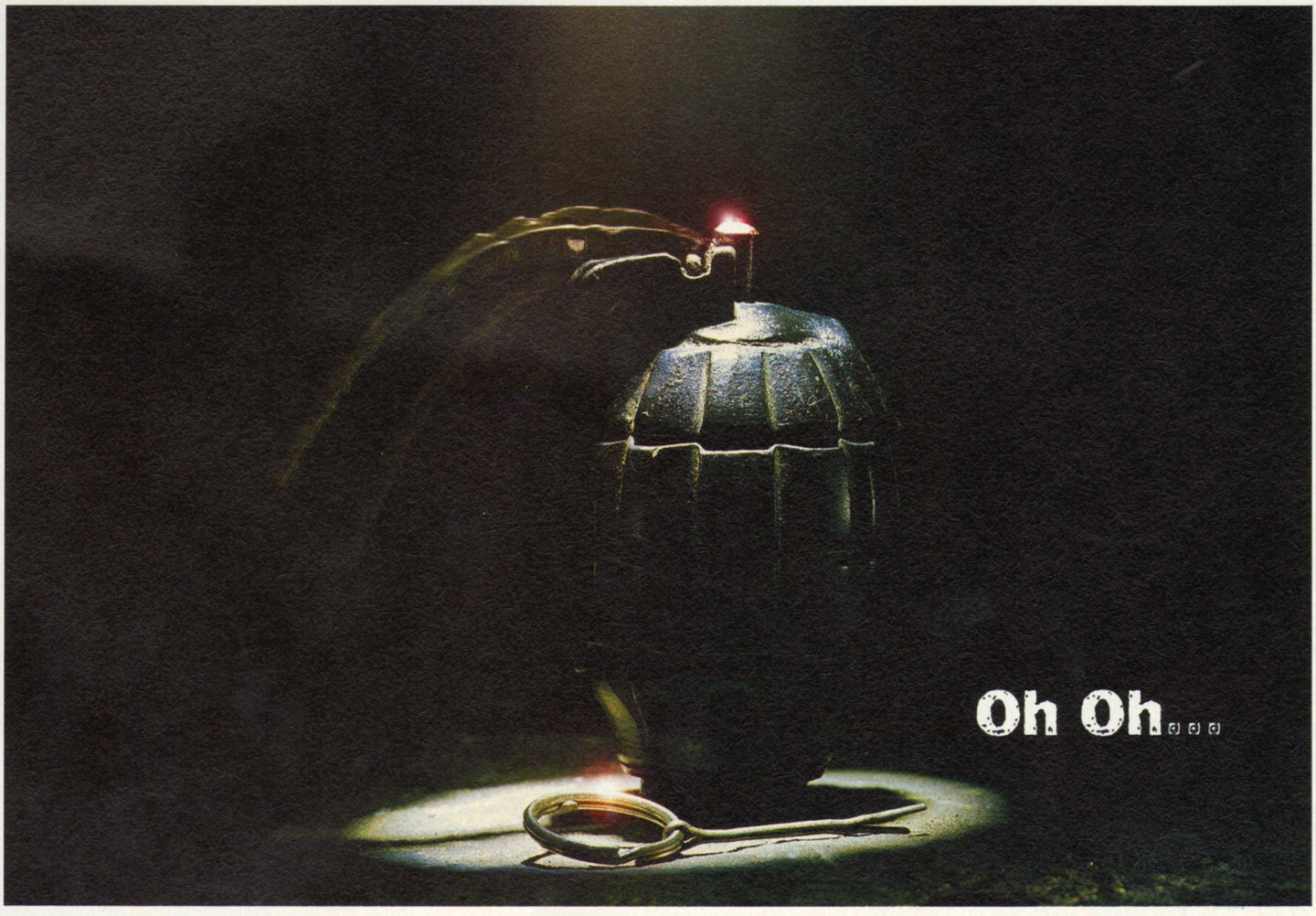
VIRTUAL BOY

Although Mr Yamauchi spent most of his address talking about the NU64, he did have this to say about the launch of the Virtual Boy: *"Despite the lack of unique titles we still thought [the Virtual Boy] could be sold. I want to return to the starting point and find titles that emphasise the difference that the Virtual Boy can provide. I want to start afresh in 1996."* He also recommitted Nintendo to the development of unique software for the VB. However, the VB has not been a complete failur, with Howard Lincoln announcing they've had a good performance in the US. Unfortunately, though, at present there are still no plans for the VB to be released here.

SUPER NES

With all this talk about the future, it's so easy to forget about today and the 16-bit market. Fortunately Nintendo clearly see the Super NES hanging around for some time to come. Peter Main spoke about future plans for the Super NES: *"Unquestionably this will continue to be the backbone of our business throughout 1996. The company has pledged both tremendous marketing support and a wide array of new software that will be introduced for that platform throughout 1996."* Howard Lincoln also stated: *"We think the Donkey Kong Country 2 type product, of which we have several more projects in advanced development, are going to play well in to that installed base of almost 50 million hardware units around the world."*

So there you have it: the truth, straight from the horses' mouths so to speak. So whether you're waiting with bated breath for the NU64 or more than happy with the Super NES, one things for sure – the future's looking very bright for Nintendo and it finally seems that the NU64 is not too far away. Keep with us over the next few months as we bring you the hot news as it breaks.



SPECIAL COMPO!

Another month, another fantastic issue of NMS and yet another great compo to illuminate its hallowed pages. And this month we've got a prize that's so amazingly special your mates will go green with envy when they see it. Yes punters, you read it right – we've got a Virtual Boy to give away, along with a copy of the brilliant WarioLand with which to immerse yourself in a world of surreal 3D weirdness!

Month in, month out it's always you lot that get the goodies! You probably sit there in Puntersville thinking that every night we go home with NU64s, games and a host of other goodies from the videogame industry. Honestly, that notion couldn't be further from the truth because every time we get something half-decent in, the powers that be deem it competition worthy!

WARIO YE NOT!!

WE'VE GOT A VIRTUAL BOY AND A COPY OF WARIOLAND TO GIVE AWAY!!

Well, this month we've decided that we're too soft and that our compos are far too easy. So, if you wanna win a Virtual Boy (that we've specially converted to work in the UK) and a brand-spanking new copy of Wario's 3D platforming japery then you'd better start oiling that grey matter, because this puzzle's a little trickier than our normal multiple-choice affairs.

WOT U HAV 2 DO...

Okay, here's the deal. First check out the crossword-style clues below, then write the correct answers in the grid provided. If you've done it right, the highlighted letters should make up the name of a popular Nintendo game star. Now, just write the name down on a postcard or the back of a sealed envelope and send it to:

COMIN' RIGHT AT YA! COMPO,
NMS, EMAP Images,
Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

All entries must reach us by the 20th of March, 1996, when the winner will be plucked from Dave's virtual helmet.

(1) Konami's latest incarnation of their superb footy title? (1,1,1,6)

(2) Sensible's war-'em-up featuring a team of tiny sprites? (6,6)

(3) Acclaim's gridiron title? (3,11,4)

(4) He's just been on a trip to Tibet to rescue an old mate? (6)

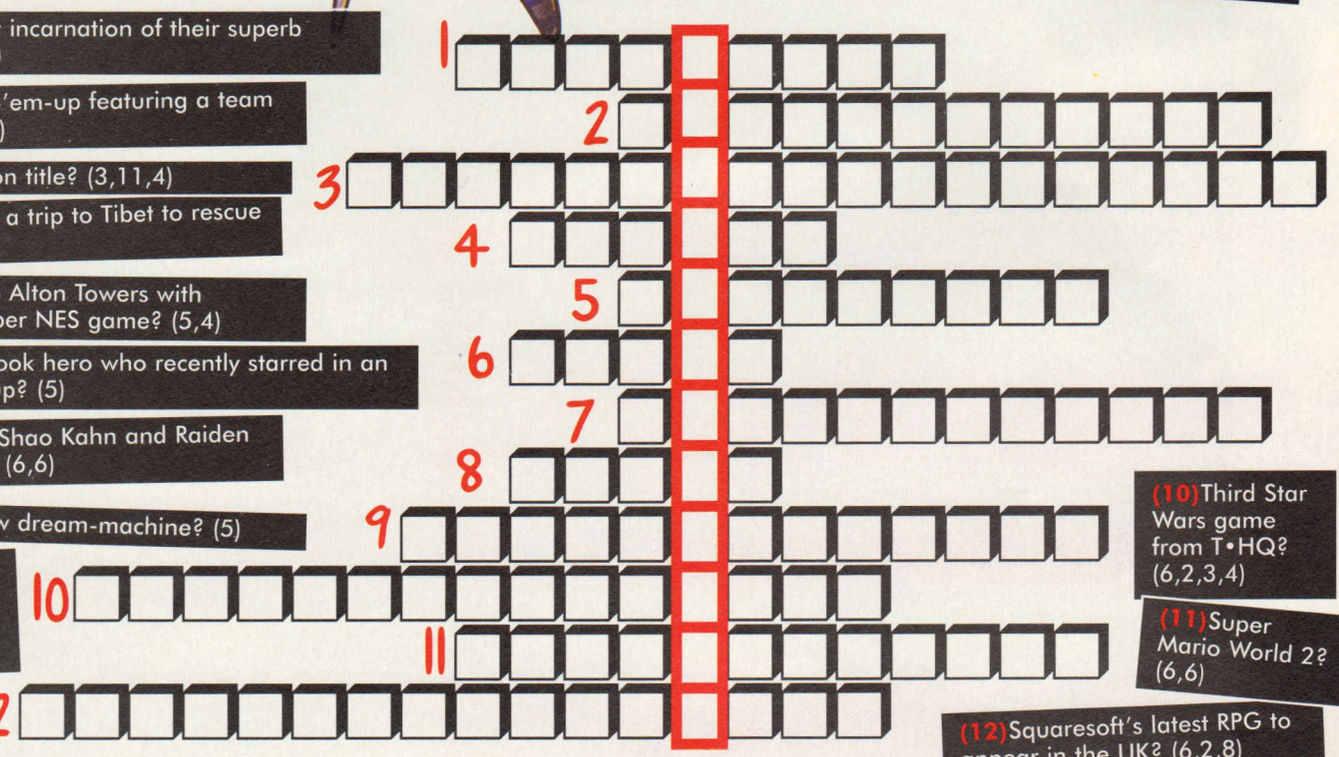
(5) Build your own Alton Towers with Bullfrog's latest Super NES game? (5,4)

(6) Marvel comicbook hero who recently starred in an Acclaim beat-'em-up? (5)

(7) Game that stars Shao Kahn and Raiden amongst others? (6,6)

(8) Nintendo's new dream-machine? (5)

(9) Forthcoming RPG that stars the world's most popular game character? (5,5,3)



(10) Third Star Wars game from T•HQ? (6,2,3,4)

(11) Super Mario World 2? (6,6)

(12) Squaresoft's latest RPG to appear in the UK? (6,2,8)

ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY

TEAM 17

WORMS

they've turned

Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.

What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - http://www.team17.com/

Nintendo

PEOPLE SYSTEM

I have to come clean and admit that this issue very nearly didn't happen! The trouble started when we got back to work after our Xmas break. First off everyone was still stuffed up with turkey and pudding, so no-one was of a mind to write anything. Then Simon came down with a bout of flu and Pete's wisdom teeth began to play up. And THEN we received a preview copy of Toy Story, which turned out to be so excellent that I spent about two weeks playing it non-stop. Thankfully, at the last minute we managed to pull things together and the result is now in your hot little hands. And it's got some top things in it too, including a mega-feature on Toy Story, reviews of hot new titles like PGA Tour 96 and CutThroat Island, more info about KI2, the word on the NU64 from two of Nintendo's most powerful figures and much, much more. I don't know how we do it, I really don't – and I mean that.

DAVE

EDITOR: Dave "Could it be magic?" Upchurch
ART EDITOR: Peter "It only takes a minute, girl" Barrell
DEPUTY EDITOR: Simon "Don't love me for fun" Clays
DESIGNER: Chris "Why can't I wake up with you?" Hobbs
REVIEWS EDITOR: Shaun "Can I touch you... there?" White
OVERSEAS CORRESPONDENT: Warren Harrod

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IT'S A MAD, MAD, MAD, MAD DOG!

Some people will try anything to win our compos. After our 'Win a Killer Instinct T-Shirt' compo, we got a letter from Anders Ostmark from Sweden begging us to make him the victor. He says he's Sweden's biggest KI fan and he's desperate to get his hands on one of those T-shirts. So desperate, in fact, that, in a bid to influence our decision, he sent us some stickers from Mad Dog's Amusement & Saloon, his local arcade. Come on, Anders – you'll have to do better than that. A crisp £50 note for each member of the team should swing it – and remember to mark your envelope 'Blatant Bribe'.

NINTENDO PEOPLE SYSTEM

Forget Take That, BoyZone, Worlds Apart, Bad Boys Inc. and the rest – they're trad, dad. Yes, there's a new boy band in town, and they're called the GameBoyz. The band is the result of massive worldwide auditions held last month, in which 2,000,000,000 young hopefuls competed to become one of the lucky idiots plucked from obscurity and given their fifteen minutes of fame. The selection criteria were simple: they had to be completely thick, totally characterless and unable to hold a note even if their very lives depended on it. So now prepare to faint with excitement as we introduce you to the swoonsome hunks behind that melodious music...

DAVE 'GARY' UPCHURCH

Age: 18
Likes: Eating pizzas, going to the cinema, socialising, pubbing n' clubbing, eating pizzas, eating pizzas.
Dislikes: Sweating when he walks up a single flight of stairs, getting stuck in the automatic ticket gates on the Tube, not eating pizzas.
Comments: As GameBoyz' lead singer and the chap who composes all their fab toons, Dave openly admits to being the group's sensitive soul: "I write the songs that make the whole world sing," he says, "I write the songs of love and special things." His dream is to become a respected singer/songwriter and enter the musical history books alongside his idols Elton John and Chris de Burgh.

SIMON 'SLOBBIE' CLAYS

Age: 15
Likes: 'The Ladies', talking absolute rollocks, drinking gallons of, er, fizzy pop, staying up after his bedtime.
Dislikes: Waking up in a strange house with a blinding headache and severe nausea, being unable to remember his name or what day it is.
Comments: Simon is the joker in the pack, always popular with the girls because of his charming wit and that funny thing he can do with his shoulder blades. In common with the

I'VE MADE IT!

I'd like to say a big "Cheers-ears!" to all you beautiful people out there in NMS Land for sending me messages of congratulations and good luck on becoming Editor. Sheesh, I'm all flattered and embarrassed. In particular I'd like to thank Ian Davis from Hollon-cum-Beckering in Lincolnshire for sending me this, er, 'interesting' drawing. As you can see, there's me (the one with a chin like a bum, a pencil behind his ear and what looks like a dollop of custard on his head) and there's miniaturised versions of Simon, Pete, Shaun (note the long hair) and Chris, all gathered at my feet – which is just where I like 'em, to be honest. Holding aloft a copy of NMS and the cable of a Super NES, I'm proclaiming "I've done it! I'm EDITOR!". Yes, when Lord EMAP told me I'd got the job, it was *just* like that.

HAVE A RARE XMAS!

Okay, we know that Christmas is little more than a distant memory to most of you, but because of the way our magazine deadlines work it's only now that we've been able to show you this, a Christmas card that we received from our close personal friends at Rare. As you can see, it depicts a fairly traditional festive scene – snow in the window, a tree covered in fairy lights, lavishly-wrapped presents, that sort of thing – but instead of being populated by rosy-cheeked kiddies and chortling Santas, instead it features a galaxy of famous Rare stars, including Diddy and Dixie Kong, Fulgore, B. Orchid and T. J. Combo amongst many others. Rather cool, t'is not?

RATINGS GUIDE

90–100

ANY GAME SCORING ABOVE 90% IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS. Goodness gracious, you're Oasis! As the chart-topping, bushy-browed, whiny-voiced pop sensations, you've got the world at your feet. For you, life is a heady cocktail of sax, drums n' rock-n'-roll, a dizzying whirl of constant partying as you tour the world, leaving a trail of wrecked hotel rooms and smashed TVs left in your wake. Alright? Not half!

80–89

Hey, you're Blur, causing a stir! Although you may not enjoy quite the same level of commercial success as your arch-rivals Oasis, you can take comfort from the fact that you're the music critics' darlings thanks to your clever-clever lyrics, innovative tunes and pretty-boy looks.

70–79

Eat my hat, you're Take That! Okay, so cheeky-chappy Robbie may have left for pasture's new, but you're still as strong as ever – the teeny-boppers just can't get enough of your catchy, radio-friendly choons!

60–69

Mind yer bones, you're the Rolling Stones! Although you're not exactly in the first flush of youth any more, you can still show the youngsters a thing or two when it comes to good, old-fashioned rawk-n'-rawl.

50–59

Shout it from the, er, steeples, you're the Beatles! Despite the fact that John Lennon was murdered more than a decade ago, that hasn't stopped you from bouncing back into the charts with a new single - even if John's voice does sound like it was recorded in the toilet.

40–49

Time to moan, you're BoyZone! You may be making a bit of cash, but when oh when are you going to release something that's not a cover version of someone else's record?

30–39

GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS. Time for the dross – yes, you're Bros! Back in the mid-80s you were the chisel-faced idols of a zillion hormonally-ruffled young girls, and your future looked as bright as a new star. But oh cruel fate, where art thou now?

20–29

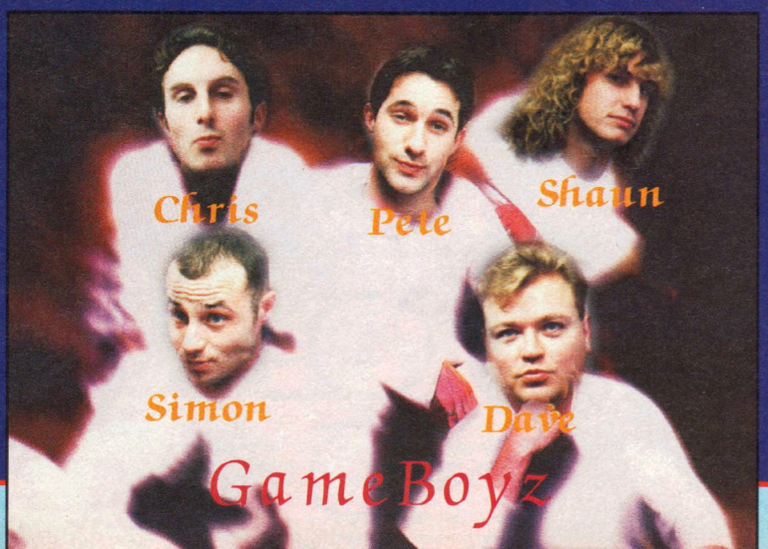
Get irate, you're MN8! Although you try hard to project a 'cool' image, sadly you have all the 'street cred' of a pair of Clarks' trainers.

0–19

Why the frown? Oh, you're Upside Down. Famous mainly for being one of the most blatantly 'manufactured' boy bands in musical history, you may have the looks, you may have the personalities, but have you got the talent?

rest of GameBoyz, he hasn't got time for a regular girlfriend because of his commitments to the band. However, he says that one day he's like to settle down with a nice girl and a lifetime's supply of lager.

PETE 'MARKY' BARRELL
Age: 10
Likes: Drawing pretty pictures, pouting and flirting, looking in mirrors, playing games on his video games console.
Dislikes: Going to the dentist, not being flattered to death by everybody he meets, people turning his console off.
Comments: With his dark good looks and super-toned bod, Pete is the member of GameBoyz that girls would most like to date. "I can't help being beautiful," says Pete, modestly, "God made me that way – and that $100,000-worth of plastic surgery came in pretty handy too." In his spare time Pete is a die-hard games fan – just like you! "I really love my Nintendo Megadrive," he says. "My favourite game hero is Mario the hedgehog – she's brilliant!"



SHAUN 'HOWARD' WHITE
Age: 6
Likes: Extremely loud rawk-n'-rawl, having long hair, the nightlife in kickin' Southampton.
Dislikes: Never getting his albums played on the GameBoyz' communal CD player, getting the 'Boyz fan mail from the postroom.
Comments: Shaun is a big fan of 'serious' rock bands like Roxette and Meatloaf. "I respect musicians who use their music to try and say something important," says Shaun. "That's why I'm so proud of our first single, 'I wanna get lovey-dovey with you, baby' – although on the surface it's seems like just another soppy love song, it's really all about pollution, war and famine."

CHRIS 'JASE' HOBBS
Age: -3
Likes: Watching the footy of a Saturday afternoon, playing table football, football-based video games, football full-stop.
Dislikes: Anything that's unrelated to football.
Comments: As every GameBoyz fan knows, Chris is mad about football – if he's not singing, he's kicking a ball about a muddy field. And that's why he's really looking forward to the group's forthcoming world tour. "It'll finally let me fulfill one of my life-long ambitions," says Chris, "Namely, to play at Wembley Stadium. Okay, so I'll be playing the drums and not football, but you can't have everything..."

COMPO WINNERS

Cast yours minds back to our December issue and the totally awesome Madvent competition. As you can see, we were inundated with absolutely thousands of entries - so a big thanks to all of you that entered. Anyway, the wait is over so scan your mince-pies over this lot and see if you're one of our incredibly lucky winners!

I'm thoroughly vexed with all these compo entries! Let's be done with it and draw some winners! Yes!

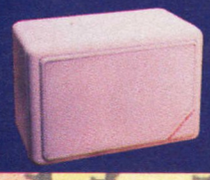
MADVENT MADNESS THE WINNERS!

TINTIN GAMES FROM INFOGRAMES
Jeffrey Neill, Limavady, Co. Londonderry ● Craig Kahler, Sheffield ● Richard Farmer, Hornchurch, Essex.

MONOPOLY/TRIVIAL PURSUIT BOARD GAMES FROM BANDAI
Ashley Peile, Portadown, Co. Armagh ● Mathew Bland, Northampton ● Martin Muir, Inchinnan, Renfrew ● Mathew Gulliver, Weston-Super-Mare, Avon ● Suhel Darvez, London ● Jon Howard-Brand, Hurstpierpoint, W. Sussex ● Phil Giles, Salisbury, Wiltshire ● Alan McDowall, Thornliebank, Glasgow ● Will Price, Prestwood, Bucks ● Dylan Field, Exeter, Devon.

DONKEY KONG COUNTRY 2 GAMES
Adam Harris, Netherfield, Battle ● Elliot Kim Sing, London ● David Chalmers, Broxburn, West Lothian ● David Ogden, Hawkwell, Essex ● Sarah Bassett, Hythe, Hampshire.

DOLBY SURROUND SOUND SPEAKERS
Dean Burgess, The Wirral, Merseyside



HYPER-SCORE
Mr Gawthorpe, Thornhill, Southampton ● Chris Fellows, Hinkley, Leics ● Darren Smith, West Hallam, Ilkeston ● Chris Bujac, Tarporley, Cheshire ● Mark Walker, Astley Bridge, Bolton ● Richard Temple, Ryde, Isle of Wight.

BATTERY CHARGER
Andrew Calvert, Kingsthorpe, Northampton ● Robert Cattermole, Blackpool ● Lee Bhogal, North Moulton, Northampton.

SILICON GRAPHICS REALITY CENTRE VISIT
Joel Lumsden, Clapham, Beds

STAR TREK TRICORDERS AND COMMUNICATORS
Mark Bosworth, Fiskerton, Lincoln ● Jason Ashcroft, Chard, Somerset ● Dennis Large, Kings Norton, Birmingham ● Danny Midworth, Sandown, Isle of Wight ● Steven Clarke, Halesowen, W. Midlands ● June Owen, Wilton, Salisbury.

HIGHLANDER VIDEOS
Martin Lavender, Netley Abbey, Hants ● Ben Walton, Stockbridge ● G. Trianni, Sneyd Green, Stoke-on-Trent ● Stephen Rankin, Newbridge, Co. Kildare ● Jacquie Deans, Perry Barr, Birmingham.

ACCLAIM GAMES
Ben Kavanagh, Banbury, Oxon ● Doug Maton, Totton, Hampshire ● Stewart Reece, Needwood, Burton on Trent.

INTERNATIONAL SUPERSTAR SOCCER DELUXE GAMES
Steven Williams, Sawley, Telford ● Ray Moffat, Inverness, Scotland ● James Phillips, Moreton, Wirral ● Paul Hannigan, Clane, Co Kildare ● S. Navin, Norris green, Liverpool ● David Orr, Old Trafford, Manchester ● Alexander Newhati, Hampstead, London ● Tony Lewis, Dartmouth Park Hill London ● Simon Mellor, Ruardean Woodside.

X-FILES COMICS
Michael Pye, Widnes, Cheshire ● Simon Case, Trowell, Nottingham ● Ashley Rust, Sneyd Green, Stoke on Trent ● Paul Osborne, Oldbury, W. Midlands ● Stephen Jones, Pendeford Park, Wolverhampton.

A SHOP IN THE DARK - BARGAIN BUCKET
John Thorby, Hemingford Grey, Huntingdon.

STAR PRIZE!!! NU64
Christopher Southall, Walsall, West Midlands.

* If for any reason the prize indicated becomes unavailable, then a prize of equal value will be dispatched.

SPECIAL COMPO!

Shiver me timbers gamelubbers! Wanna win some top pirate booty? Well, hoist your mainsail, splice the, er, mainbrace, screw in your wooden leg and enter our CutThroat Island compo!

AH-HA, JIM LAD!!

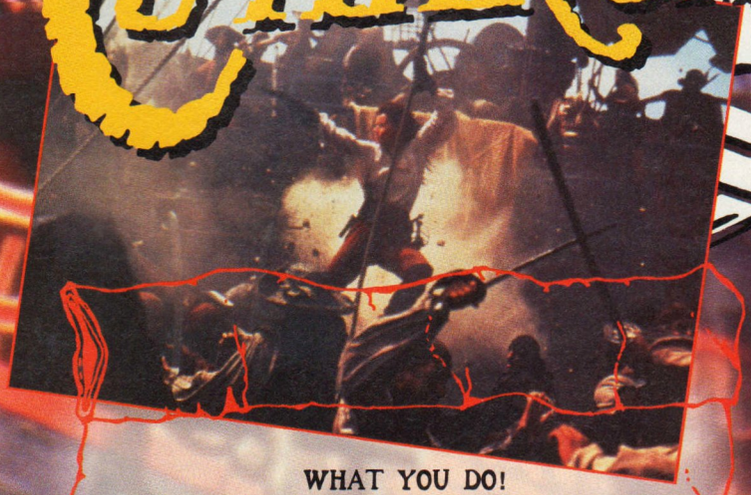
PLUNDER THE GOLD IN OUR NMS/ACCLAIM CUTTHROAT ISLAND COMPO!!

1ST PRIZE!! DESERT ISLAND DISCMAN!!
WIN! This groovy portable compact player and a copy of CutThroat Island on the Super NES to while away the hours when you're shipwrecked on a desert isle and waiting for Friday!

2ND PRIZE!! AWAY ANCHOR!!
WIN! This trendy ocean-going dinghy thingy can be yours to circumnavigate the globe in. Conversely, wait till your parents take you on your hols and use it then! Plus a copy of CutThroat Island on the Super NES!

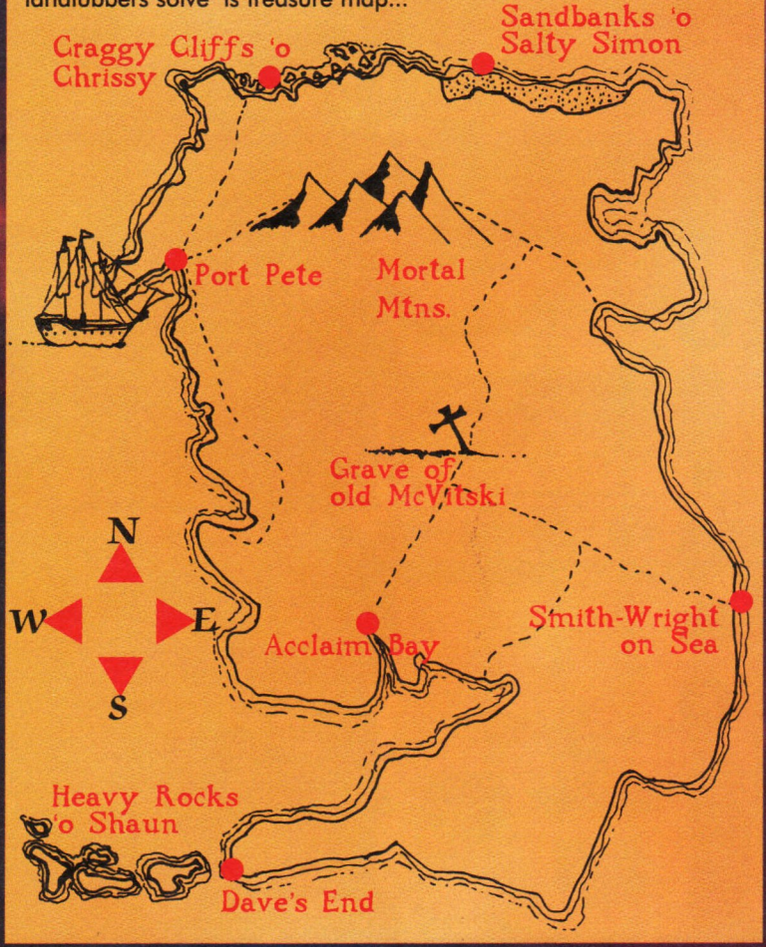
3RD PRIZE!! WE ARE SAILING!!
WIN! A taste of life on the ocean waves – well, pond – with this authentic model of a boat style yachty thing for you to squeeze into a bottle. Plus a copy of Cutthroat Island on the Super NES!

4TH PRIZE!! GAMES AHOY!!
WIN! One of seven copies of CutThroat Island on the Super NES!!



TREASURE CHEST!

Yo-ho-ho and a bottle of rum, 15 men on a dead-man's chest and other piracy type chit-chat for eye-patch wearers. Fancy plundering the gold of Cap'n Blue-Belly Dave's locker? Well, do ya me hearties? Right, 'ere's what you gotta do. After we slaughtered Dave in a right 'orrible manner, we found this 'ere map on his blue belly. So we sliced it off his rotting carcass and thought we'd let you landlubbers solve 'is treasure map...



WHAT YOU DO!

Solve the clues below to find your way around the island. Once you've answered all the clues you should arrive at the secret location where Dave's booty is buried.*

Drop anchor at our Art Ed's home,
Trek South to where the long-haired's roam,
Venture north-east to a softco's bay,
Now head north to where our old Ed do lay!

Once you've got your answer, write it down on the back of a postcard or a sealed envelope, add your name and address, and then send it to us at:

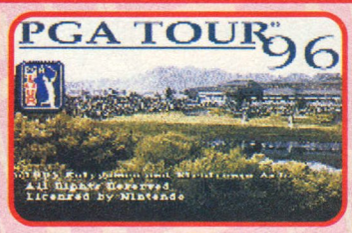
I'LL WALK DAVE'S PLANK FOR PRIZES COMPO,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1 3AU.

All entries must reach us by the 20th of March, when the winners will be drawn from Dave's cutlass sheath.

* NMS and its staff (except Simon, who wrote this) accept no responsibility for the poor quality of both rhyme and clue in this compo.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: THQ
- PRICE: £54.99
- RELEASE: MARCH 1996
- GAME TYPE: GOLFING SIM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Loads and loads.

GAME INFO

- GAME ORIGIN: Swipe at cork ball with thin metal rod for fun and pleasure.
- GAME DIFFICULTY: Easier than real golf!
- SCORE TO BEAT: Finish the tournament in the top five.
- ALTERNATIVES: Take up a less frustrating pastime, like fishing or knitting!

GAME CONTROL

- CONTROLLER: Joypad/Mouse
- RESPONSIVENESS: Good

X — Draw/fade menu

A — Shot/Putt

B — Confirm the menu selection/View green

Y — No Function

L/R — L: No Function
R: No Function

S — Start: Confirm menu
Select: No function

GAME CREDITS

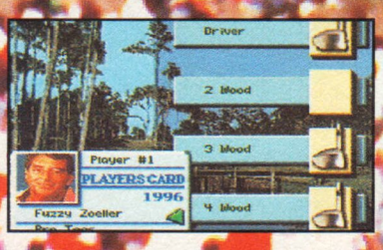
- DEVELOPED BY: BLACK PEARL SOFTWARE
- DISTRIBUTED BY: THQ
- MADE IN: UK
- ARTWORK: © THQ

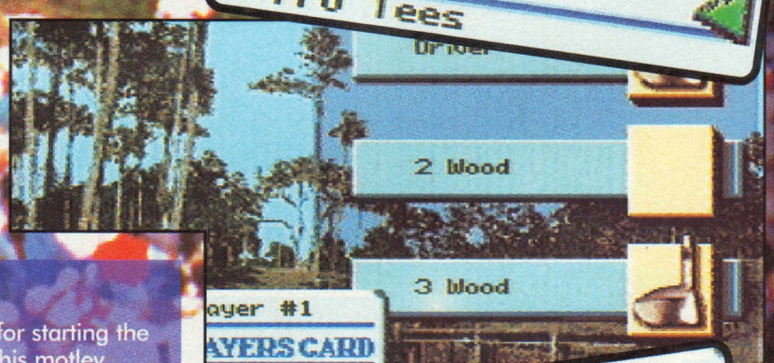
Help!!! The game that inspired a thousand blokes to wear diamond jumpers and sad slacks has returned to haunt the fashion world with a revised '96 version. That's right golflets, it's time once more to dig out your woods, run into a damp field, get that grip sorted, swing with all your might and hope you don't pull yourself too far to the right!

I've never had the golf bug, but I hear that it's extremely dangerous. This crippling disease numbs the brain and practically forces a man into a pink roll-neck, stretches a complimentary canary yellow Pringle V-neck over the top and then finishes him off with a pair of tight blue Farah slacks. Unfortunately, once completed the process is irreversible and forces the victim to parade around the house, town, pub or wherever in sad sports casual attire. Kids, if your dad suffers from this brain-rotting malady - tell him in no uncertain terms what a saddo he is and that he hardly ever plays golf, so why does he have to embarrass you with brightly coloured check jumpers that make him look like an overweight parakeet everytime you go to the shops. However, this won't work, so just sit him in front of your Super NES and let him live out his sad golfing dreams playing PGA Tour 96. Alright, so you'll have to wear shades to block out the blinding iridescent light that he emits, but at least you won't feel like a toolbox when you bump into your mates in town on a Saturday!

BAR-BAR-BAR-BAR-BARBARA, ER, POWER-BAR!

You show me a golf title that doesn't use the old power-bar technique as the means to move the ball down the meadow, and I'll show you a reviewer with his jaw dropping in surprise. They've come in most popular geometric shapes but they all do the basically the same thing, namely: decide just how much welly you put into any given shot and, in the same foul swoop, decide whether it's going to be straight down the middle or arc like a banana into some nasty hazard that makes your next shot the mother from hell.

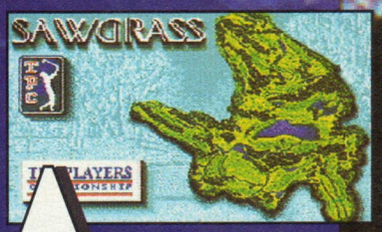




ROGUES' GALLERY!

Hey, you want someone to blame for starting the dreadful golf fashion? Well, meet this motley crew. Yep, these are the geezers that made golf the fashion nightmare it is. But the reason they tramp around fields in such crappy clothes is because they're the current crop of 'greats' to grace the professional circuit and therefore become a must for any golf sim. And remember, while they've got they're own swing signature and special clubs, you'll always be the one in the Stussy tops while they're digracing the countryside in some monstrous orange obscenity!

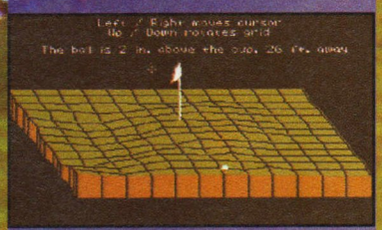
PGA TOUR 96

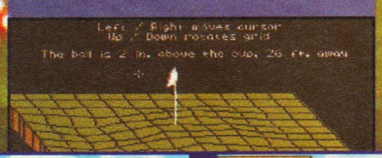


REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

THE LIE OF THE LAND...

Alright, so it's not exactly 'real life' to be able to see the green in wire-frame perspective, but how else are you supposed to judge the lie of the green? And a helpful aid it is too, especially when you need to sink a 50-footer to win the loot. A word of warning to those who like to ponder over their shots – don't spend too much time flicking from view to view in an attempt to read the slope, it'll only do your bonce in!





COMMENT

SIMON

Golf titles aren't the type of games that people stand on the fence about – either you love 'em or you loathe and detest 'em. Me, I've always been quite keen on them to be honest, although too much strolling around computer-generated landscapes taking in the pixelated fresh air can soon become rather tiresome. PGA Tour 96 is just about the best golf sim to come out of the clubhouse. It has about as many ways to hit a small cork-type thing down a hole that's humanly possible, and as many courses to thump divets out of as any budding Sevvie will ever require. If you don't already own an earlier version of PGA and fancy a thrash around in a dodgy jumper, then this is the game for you.

FADE AWAY NOT RADIATE...

Golf being golf, you always get some smug git who designs a course that involves whopping great water hazards or big wooden trees from hell that obscure both the view and the shot. So, what does your smarmy golfing type do to overcome this dilemma? He bends it like a bendy thing using draw and fade doesn't he! And, just like in real life, PGA Tour 96 has a handy little feature that allows pundits to do just the same, except all our computer golfers have to adjust is their posture using a pretty little bar with calibrations which indicate the amount of hook or slice that the ball is going to have on it.

REVIEW

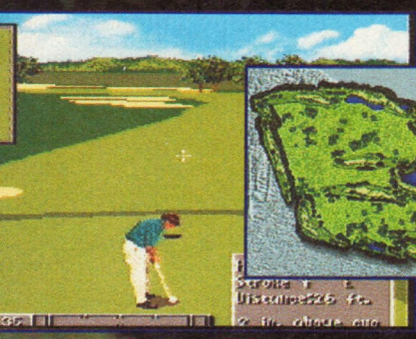
SUPER NINTENDO ENTERTAINMENT SYSTEM

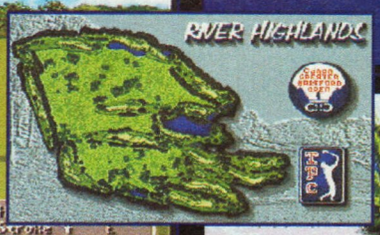
MAGIC ROUND-A-BIT!

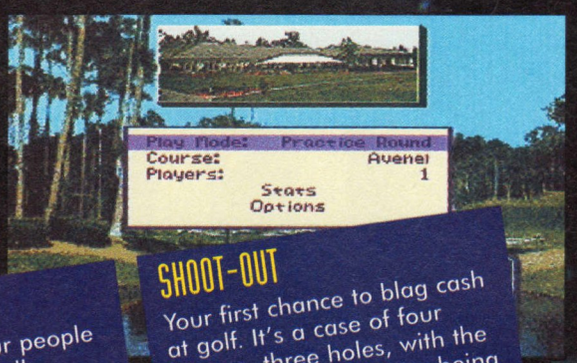
NMS's very own club pro, Simon, takes to the fairway in a bid to show Chris, Shaun, Pete and Dave exactly how to welly a lump of cork with a er, golf bat thingy as far as he can along a muddy field in the pouring rain.

"Ah, smell the sweet air, take in the scent of nature. And, most importantly, hammer this white lump over that pond."

"That shifted the thing a right way. Hey, if you're watching lads, get the beers in 'cos this sucker's green bound!"





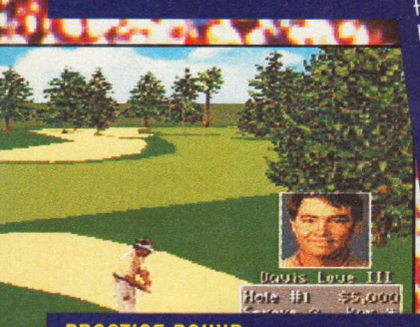


WHAT GOES ROUND COMES ROUND!

PGA Tour 96 offers so many different golf options that you're gonna have blisters on your hands from swinging too much:

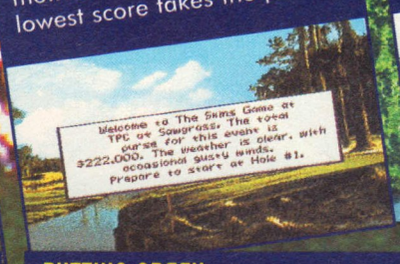
TOURNAMENT

It's time to put your order in for a Ferrari as you play for big money. Make par or better and you'll make the cut and stand a chance of retiring to the sunshine with that Page 3 girl.



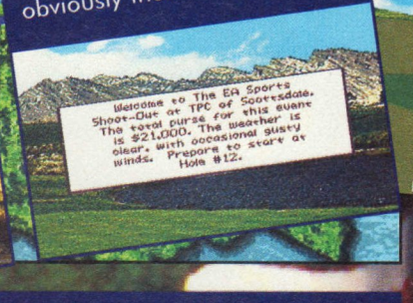
SKINS

Skins gives up to four people the opportunity to walk around topless in the freezing cold. That or it's something to do with 18 holes of cash-motivated action where the lowest score takes the pot.



SHOOT-OUT

Your first chance to blag cash at golf. It's a case of four players, three holes, with the crappest scoring punter being eliminated after each hole. Winner takes all, although obviously there's no Tarby.

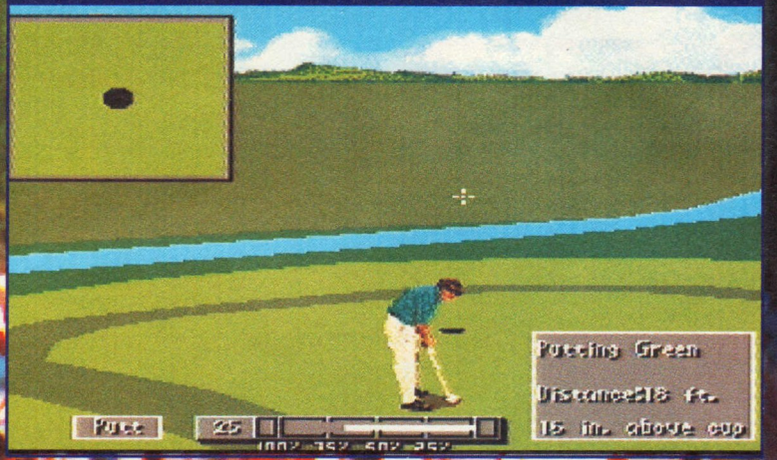


PRACTICE ROUND

Here you are on the local municipal course playing with crap clubs and treading in all manner of pet's poo, but you've gotta learn somewhere!

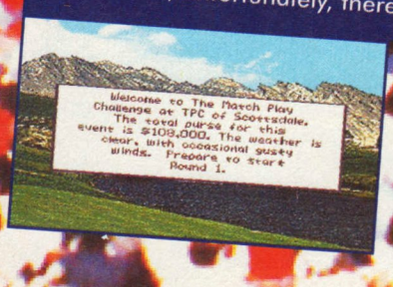
PUTTING GREEN

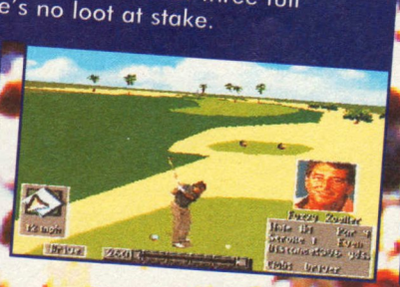
Sunday morning on the putting green with the geriatrics in jumpers' club. Sink a 50-footer using the slope to bend the ball around an OAP's corpse in a crazy-golf type manner.



MATCH PLAY

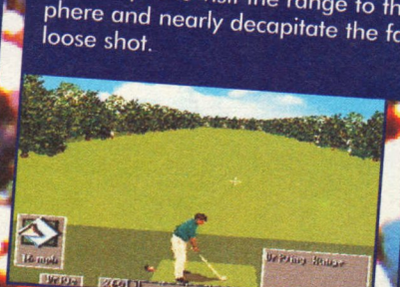
Not unlike Skins in many ways, apart from the fct that there's a lot more walking involved as the contest lasts for three full rounds and, unfortunately, there's no loot at stake.

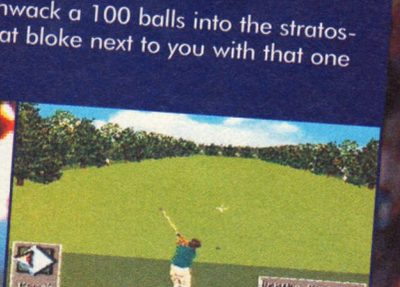


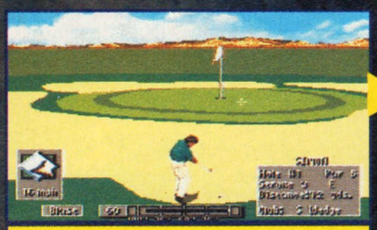


DRIVING RANGE

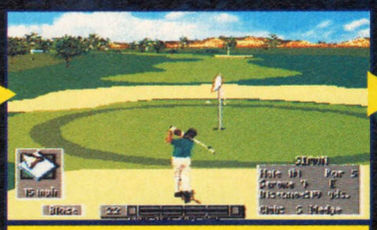
Next step is to visit the range to thwack a 100 balls into the stratosphere and nearly decapitate the fat bloke next to you with that one loose shot.







"How was I to know they'd hidden a flippin' beach by the green... Right a little chip-shot and Bob's yer uncle..."



"...And Fanny's yer aunt! Maybe that bloke who said use yer sand-iron was right. I thought he was joking..."

"(Crap golf gag coming up alert!!)... I mean, whoever heard of anyone ironing the sand! Ah well, I'm on green."

"Right, better concentrate on this one, it's my big chance to win free beer off the lads. One putt and I'm in. Just gotta large it once."

"Oh crap! I've missed it. Look lads, look how close I got it to the hole. Please let us off, I've spent all me cash on this posh golf jumper."

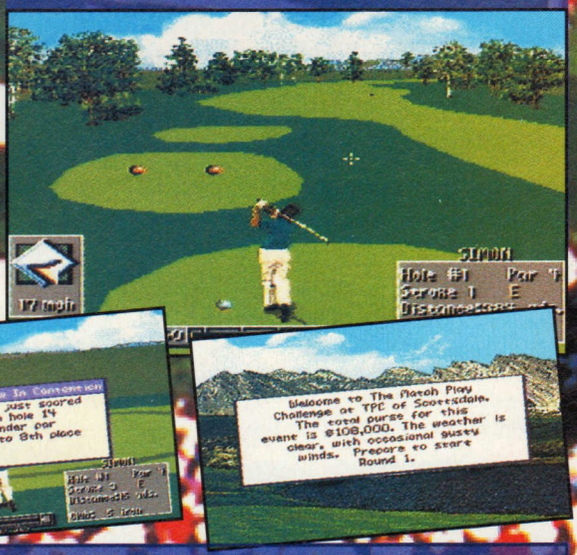
"Well, it's in... I'm sick of golf, there's far too much walking involved for my likin'. Right, beers on me. Who wants a sweater?"

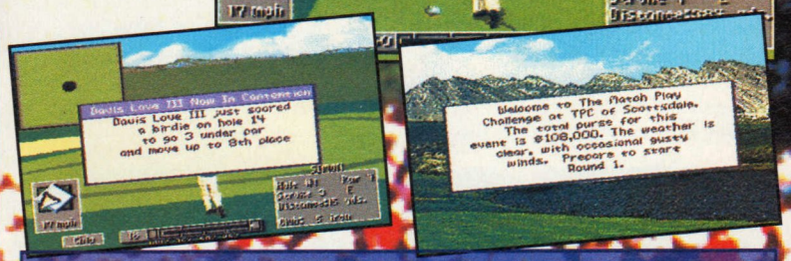
INSTANT REPLAY!

No, this is nothing to do with the 70s' disco sing-a-long that none of you will remember (see your parents for crappy rendition). Instead, this poorly titled box concerns itself with PGA's talent for the action replay or show-off mode. Show-off mode allows you to cream over your best shots while everyone else curses you under your breath.

STATS THE WAY, UHUH-UHUH, I LIKE IT!

A sports title can't stand on its own two feet without the good old stats sheets. Remind yourself of how poorly you're doing and grimace at your outstanding ability to achieve double figures at each and every hole.





COMMENT

SHAUN

It's not often Simon and I agree about much, but this time the old grouch has got it right. Being NMS's sporty sports pundit and having played just about every other Super NES golf sim I have to confess that PGA Tour Golf 96 is the machine's superlative swing-a-lump-of-wood-at-a-round-ball sim. It's full to the brim with just about every type of golfing challenge known to man and has seven brilliant courses to while away your weekends on. Also, the graphics have been sharpened up for 96 and the whole game scrolls far more satisfactorily than previous encounters on Nintendo's 16-bit machine. To use golfing vernacular, you'd have to be off your golf-trolley to miss out on PGA 96!

TEE V GOLF DINNERS!

Golfing uber-freaks can enjoy PGA Tour 96 at its finest by purchasing a Tee V golf add-on for their Super NES. Once the dosh has been expended, just follow these simple rules to obtain total simulation stimulation:

(1) Dig all the turf up from your backlawn and lay it on the carpet in your front room.
(2) Slip into your Dad's slacks and golf jumper combo.
(3) Pour three or four buckets of water onto the turf for that 'rainy Sunday morning at the Pitch 'n' Putt' feeling.
(4) Fetch your Dad's mouldy golfbag from the garage.
(5) Finally insert the Tee V Golf club into your Super NES and enjoy the ultimate in golfing virtual reality.
(6) Now await your Mother's return, whence you'll be thrashed within an inch of your life for turning her shagpile into the Somme.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION			■	
CHALLENGE				■
REFLEXES			■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH			■	
YEAR			■	

GRAPHICS — 82

▲ Slightly crisper and cleaner than previous romps around the hole-infested countryside.

SOUND — 80

▲ Not exactly overladen in the sound department, but all the relevent swipes and air-shot type noises are in there.

PLAYABILITY — 88

▲ Pretty standard hit the power-bar at the right moment stuff and as playable as a playable thing is to, er, play with.

LASTABILITY — 90

▲ Should last you longer than the cranberry sauce jar hidden away in the fridge for after Christmas.

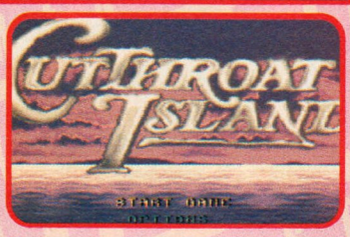
▼ Golf games tend to get a little monotonous after a while, so you may find yourself downing clubs for a while before returning to it.

OVERALL — 87

This is the definitive golfing sim for the Super NES and one that supersedes all the previous PGA encounters, thanks to its extra courses and smoother screen update.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: ACCLAIM
- PRICE: £49.99
- RELEASE: FEBRUARY
- GAME TYPE: PLAT-'EM-UP
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Co-op mode
- BATTERY BACKUP: No
- CONTINUES: No
- OPTIONS: Combat modes

GAME INFO

- GAME ORIGIN: Yet another mega-bucks film conversion
- GAME DIFFICULTY: Frustrating rather than difficult.
- SCORE TO BEAT: Horse and carriage stage
- ALTERNATIVES: Tintin In Tibet, that sort of thing.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X — Attack with weapon

A — Not used

B — Jump

Y — Attack with sword

L/R — L: Not used
R: Not used

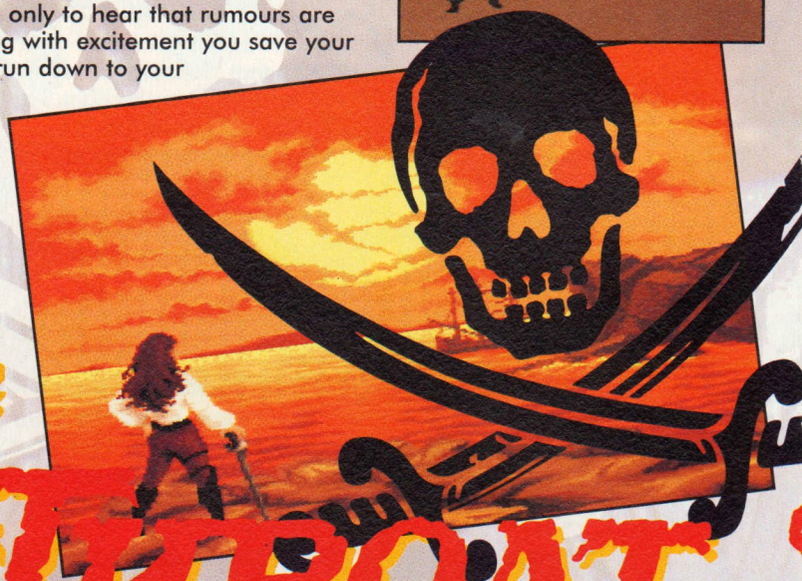
S — Start: Pause
Select: No function

GAME CREDITS

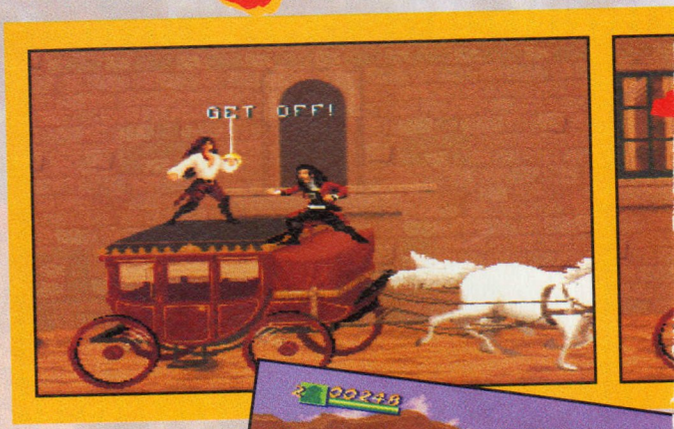
- DEVELOPED BY: SOFTWARE CREATIONS
- DISTRIBUTED BY: ACCLAIM
- MADE IN: UK
- ARTWORK: GUILD

Ah-ha shipmates! Welcome aboard the good ship NMS. Allow us to take you on a journey, a journey through torrential storms, shark-infested waters and marauding pirates, to an island swollen with hidden treasure. The island in question is CutThroat Island...

Oh God, not another film license! Haven't we seen it all before? You go out, see a beltin' good film only to hear that rumours are abound of a game version. Bursting with excitement you save your money and on the day of release run down to your local games store. And, trying hard not to wet yourself, buy the game and rush back home. Oh no, it's crap is usually one of the first comments once the game is played. That said, would you want to buy CutThroat Island? Read on and decide for yourself...



CUTTHROAT



NO MAN IS AN ISLAND...

The year is 1688, around the time when it's considered cool to wear an eye-patch and a stupid spotty hanky on yer head. A time when pirates ruled the seas and people trembled with fear at the mere thought of running into any swarthy rum-swilling bloke with a wooden leg. Anyhow, one pirate in particular, Dawg Brown, is terrorising the Caribbean coast in search of pieces of a map which legend says lead to the notorious CutThroat Island and the hidden treasure. Unknown to him Morgan Adams, the notorious woman pirate is also searching for it. Morgan already has one piece of the map and is preparing to set sail on her dieing old man's ship, The Morning Star, to track down the remaining two pieces.

JAMAICA GO OR DID SHE WANT TO...

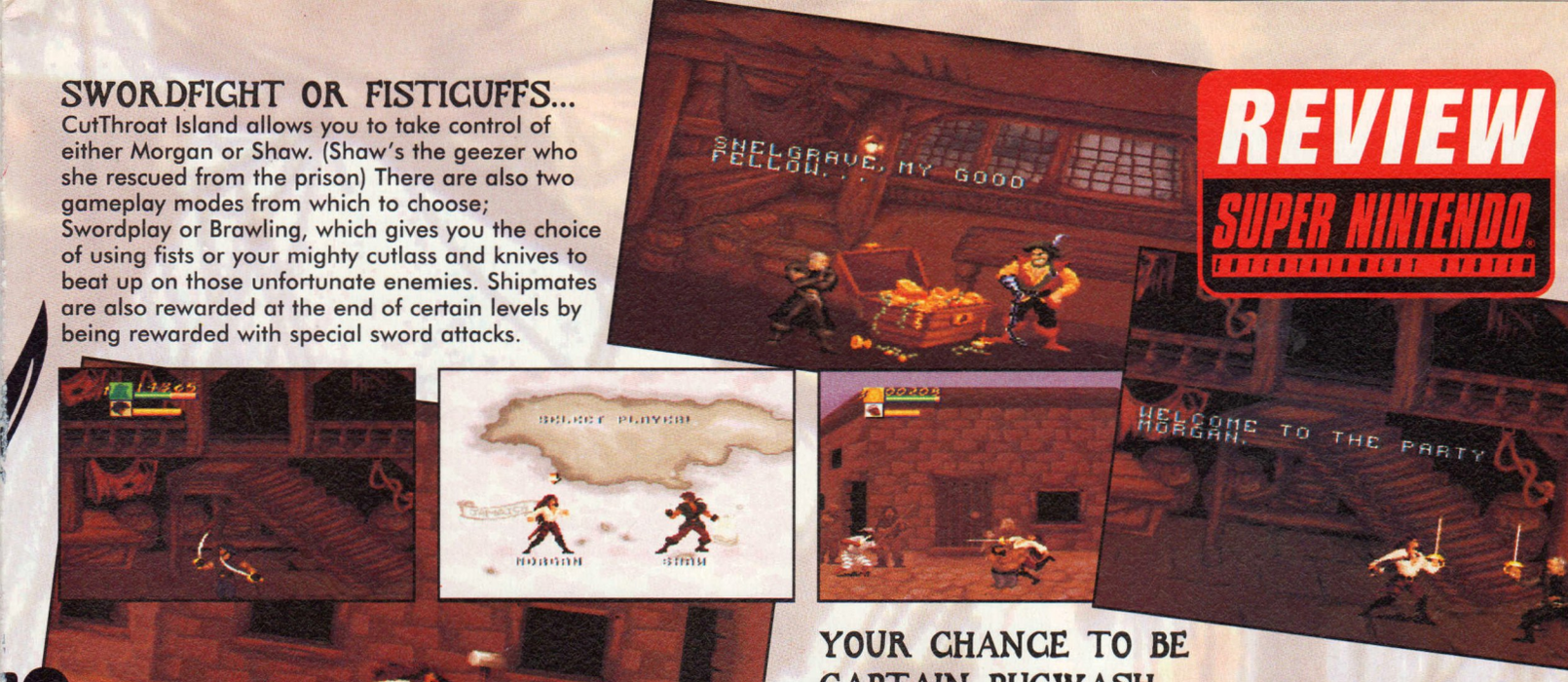
The adventure begins in Jamaica with Morgan buying a two-bit thief called Shaw to help her on her journey for the hidden treasure. Unfortunately, she's wanted for a series of misdemeanours and before you can say "ah-ha Jim lad!", she's recognised and has to leg it or face walking a plank into a large tub of hungry sharks. The first battle sees our intrepid heroes having to fight their way out of the town as guards appear from all angles, before jumping into a mine cart and heading for the hills.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SWORDFIGHT OR FISTICUFFS...

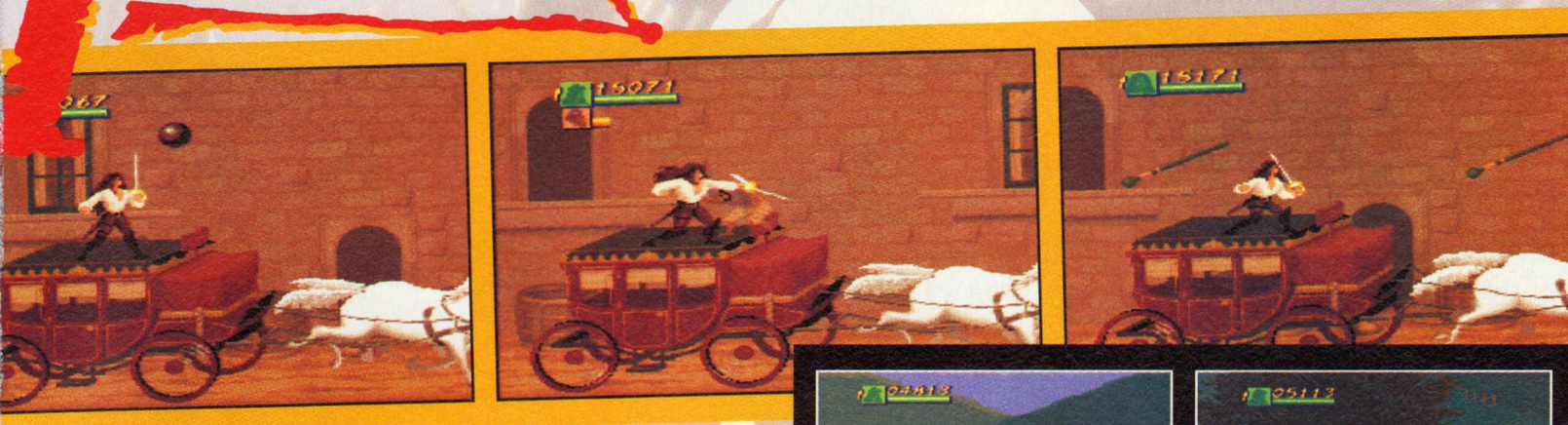
CutThroat Island allows you to take control of either Morgan or Shaw. (Shaw's the geezer who she rescued from the prison) There are also two gameplay modes from which to choose; Swordplay or Brawling, which gives you the choice of using fists or your mighty cutlass and knives to beat up on those unfortunate enemies. Shipmates are also rewarded at the end of certain levels by being rewarded with special sword attacks.



ISLAND

YOUR CHANCE TO BE CAPTAIN PUGWASH

Not only do you have to swashbuckle across CutThroat Island looking for the treasure, but you also get the chance to search for treasure chests that allow you to win some real bootie as well. Yes that's right, those clever punters at Acclaim have programmed an innovative in-game treasure hunt, where you collect hidden treasure chests with the ambition to win a real-life treasure hunt in Florida. The only setback is that you have to complete the game to receive all the relevant information on how to enter.



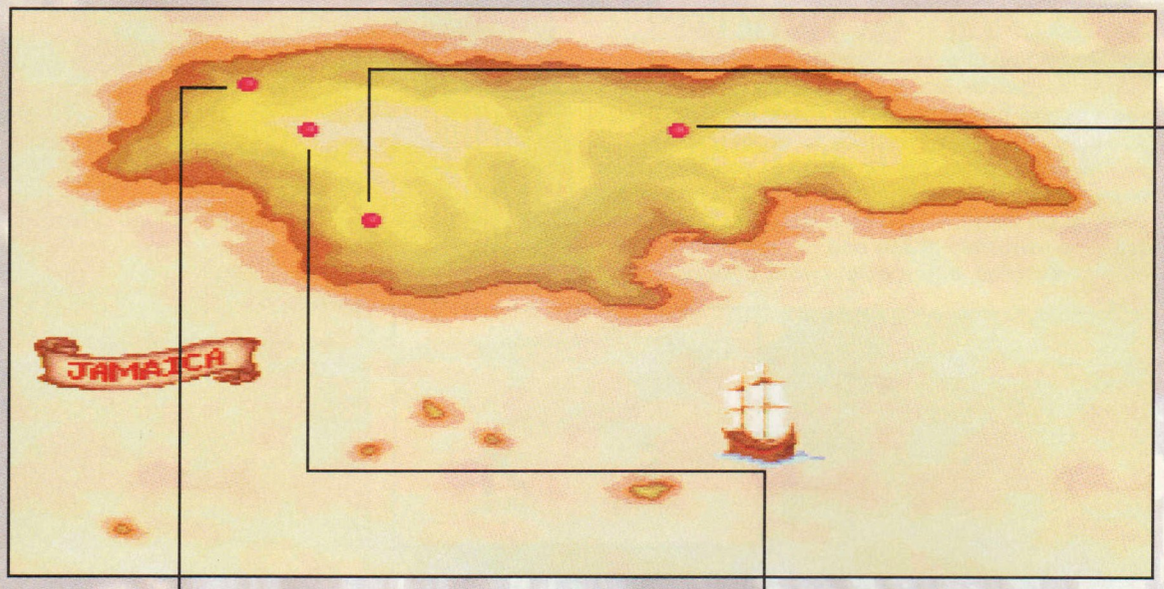
BE ON YOUR GUARD!

The game starts out quite simple, with the first set of guards neglecting to get any gladiatorial training or any knowledge of how to attack the enemy. However, it's not too long before more skilful bucklers of the swash come along and you have to learn to defend yourself. Once past the cart level, Morgan has her first confrontation with Dawg, and although being in charge, he legs it and gets two of his strongest cronies to cut you to shreds instead. Look for weapons that are scattered around the levels such as grenades and guns. These are ideal for fighting the end-bosses as they take more energy than the standard sword.

(ABOVE) Hang on for a moment! There's no bit in the film where Geena Davis races along in a minecart! What a swizz!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



COMMENT

SIMON

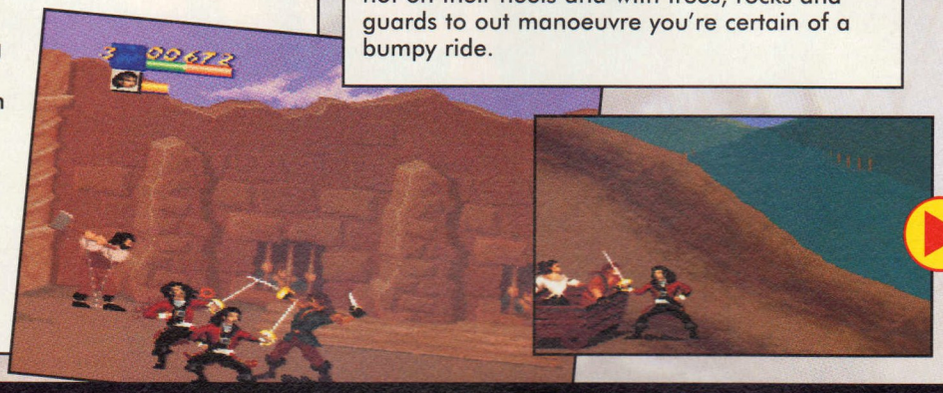
So generally the play's under par when you consider games like DKC2 and Yoshi, but once you get past some of the more standard cut 'n' thrust, beat-'em-up stuff then CutThroat ain't so bad. Don't get me wrong, it's never gonna be the gaming equivalent of finding the gold of The Spanish Maine, but it's not terrible, and you've got the added bonus of the chance of a free holiday somewhere nice and hot!

HIS MAJESTY'S PRISON...

The swashing of buckle begins with Morgan visiting the prison to purchase a slave that can read Latin.Unfortunately, she's a wanted person by Governor Ainslee of Jamaica and it's not too long before she's been chased around. Both Morgan and Shaw, the slave she has purchased, have to get passed the prison guards before a battle with the burly gatekeeper.

QUARRY

After breaking free from the prison grounds, Morgan and Shaw find a cart and decide to drive their way out of danger. The guards are hot on their heels and with trees, rocks and guards to out manoeuvre you're certain of a bumpy ride.



ON THE BIG SCREEN!

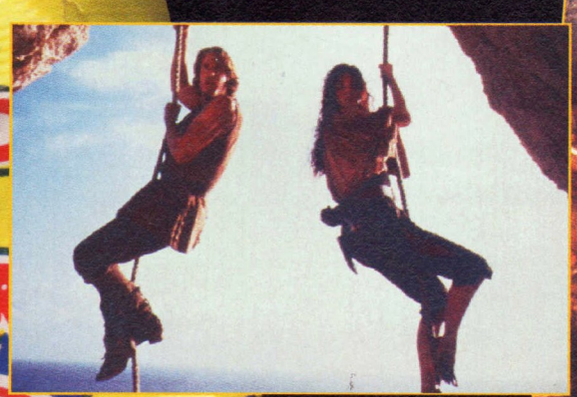
CutThroat Island is set for release in the cinemas across the country in March, but us lucky people at NMS managed to see a pre-release screening last month. It was your typical showbiz gathering with none of the cast attending. Come to think of it the only celebrity there was our very own Dave Upchurch. The film stars Geena Davis as Morgan and Shaw is played by Matthew Modine. Although none of us proclaim to be budding Barry Normans, here's a brief outline of the plot and our opinions on the film. Well, if we can review games, how difficult can movies be?

PLOT SLOT...

The adventure takes place in Jamaica, 1688. As Captain Black Harry lies dieing he reveals a secret to his daughter, Morgan Adams. Tattooed onto his scalp is a mysterious map which leads to a hidden island which is home to the greatest hidden treasures in the world. Morgan takes control of her father's fleet of pirates and sets sail, but not before entering a port to buy an educated slave called Shaw, who's versed in Latin and Morgan's key to finding out what the map says. But, before she can do this, Morgan has to get her hands on the other two pieces of of it and fight her way across dangerous seas to battle her most hated enemy and Uncle – Captain Dawg Brown.

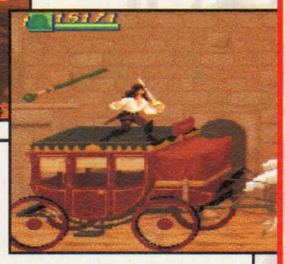
Dave

On paper CutThroat Island must have seemed like the recipe for a surefire smash-hit: take the sort of swashbuckling pirate epic made so popular by Errol Flynn in the 1940s, and then tart it up with the incredible stunts and eye-popping special effects that action/adventure fans raised on the likes of Indiana Jones have come to expect. How could it fail? Sadly, CutThroat Island does fail – and badly, mainly because the film lacks the flamboyance and romance of the old Flynn classics and the wit and imagination of the Indy flicks. Geena Davis, although she tries hard, never convinces as a ruthless pirate captain, and the chemistry between her and co-star Matthew Modine is weaker than an aspirin. The feeble, thin-as-gauze plot is filled with so many contrivances and coincidences that suspension of disbelief rapidly becomes impossible, and the lame one-liners don't help much either. This is one island nobody would mind the French nuclear-testing on!



SPITALFIELD

This is a dirty town full of rude and arrogant people, but Morgan has to come here to claim Mordachai's piece of the map. To her surprise, Dawg is already in town and has called on the villagers to end Morgan's life prematurely.



CARRIAGE CHASE

Having escaped the clutches of Uncle Dawg and Governor Ainslee and retrieved another part of the map, Morgan and Shaw now have to make their way back to their ship, The Morning Star. However, neither Dawg or Ainslee are going to give up without one last attempt to trap Morgan on the island!

COMMENT

SHAUN

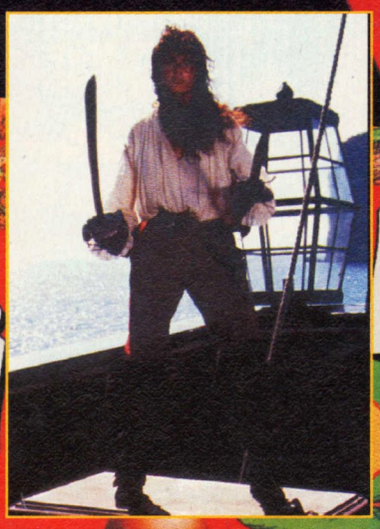
You can't help but think when you start the first level that this is going to be a pile of crap. The graphics are very basic with no effort put into the backgrounds whatsoever. However, once past the first level things do seem to pick up. There are a variety of levels and the intelligence of the enemies increases to a level where they at least offer some sort of resistance. With the in-game treasure-hunt added, this should help to keep people's interest. There are a couple of flaws in the game such as the bosses walking off the screen but still being able to drain your energy and there's no password or continues included. The film itself isn't alot of cop and with this being average at best it looks like CutThroat Island is going to take some serious marketing to make either product a big hit.

Simon

No-one's done a half-decent buckling of swash since Burt Lancaster climbed the rigging of the Crimson Pirate years back. And that's unfortunately the way it's destined to stay because CutThroat Island has little chance of plundering any great treasures at the box-office. Modine and Davis are only slightly less wooden than the boats they sail around in, but the real let down is the plot which centres around solving clues on the treasure map. Honestly, the map's about as cryptic as a Sun crossword and couldn't trouble a couple of grazing cattle. However, it's the ending that really sinks CutThroat Island to the dismal depths it deserves - it's worth watching just to see the demise of the lead baddy. Interestingly enough Matthew Modine took the crew, costumes and a few of the British cast off at various points and made another movie. Wonder if he knew something?

Shaun

CutThroat Island isn't really my cup of tea, but bearing in mind there was a free bar – where there was no tea, at all – and we didn't have to pay to watch it, I thought, why not give it a go. One problem instantly is Geena Davis. I'm not knocking her acting abilities as I suppose she's pretty good, but let's face it, she's no babe! I didn't think the film was much good with little action and an easy to predict storyline. I also have to confess, I dozed off for fifteen minutes during the film as well.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 67

▲ Good sized characters which move smoothly across the screen.

▼ Very little detail has been put into the backgrounds and overall the graphics are pretty poor by today's standards.

SOUND — 61

▼ Complete lack of atmosphere with pathetic sound effects and the sort of music you wish you could turn off instantly.

PLAYABILITY — 68

▲ Characters are large and extremely easy to control.

▼ Although blocking is performed by pressing one button, it doesn't always seem to do the job.

LASTABILITY — 64

▲ There's a variety of levels and the in-game treasure hunt should make sure you play to the end.

▼ Game could use a password mode or at least reward the player with continues to save you having to go back to the start every time.

OVERALL — 64

CI plays pretty well, but it lacks those certain ingredients to make it stand out from the rest. With the amount of decent games out at the moment, I can't see many people chancing their arm with this. An extremely average game at best.

REVIEW
VIRTUAL BOY™

CART SPEC
- **BY:** NINTENDO
- **PRICE:** N/A
- **RELEASE:** IMPORT ONLY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** NOT KNOWN

GAME FEATURES
- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** No
- **OPTIONS:** None

GAME INFO
- **GAME ORIGIN:** It's the Virtual Boy incarnation of the old GameBoy classic, as if you didn't know
- **GAME DIFFICULTY:** Average
- **SCORE TO BEAT:** Get to the sixth level inside a day
- **ALTERNATIVES:** Any of the Mario/Wario platform games on GameBoy – although they're not in 3D, obviously

VIRTUAL BOY
- **ADDITIONAL FEATURES:**

GAME CONTROL
- **CONTROLLER:** Joypad
- **RESPONSE:** Good

A Jump/Fly

B Barge/Fire

L/R Not used

S Select: Not used
Start: Pause

GAME CREDITS
- **DEVELOPED BY:** NINTENDO
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** JAPAN
- **ARTWORK:** © NINTENDO

Fnurk! Kaz-z-z-zzit! Grang! What the hootin' heck is going on here? A Virtual Boy game getting the full NMS review treatment – and over four flinking pages, no less! Have we gone mad? But hang on a sec, let us explain. You see, this ain't no ordinary Virtual Boy game. For one thing it's quite good, and for another it stars a certain chap by the name of Wario...

Could WarioLand be the game that finally saves the Virtual Boy? Let's face it, Nintendo's 3D mini-console certainly needs *some* sort of boost – sales in Japan and the US have been substantially less than was anticipated (and that's being diplomatic). And to be fair, it's not the machine that's at fault, it's the software. Barring a few exceptions, the games that have been released so far have been at best average, at worst truly abysmal. But now here's WarioLand, a 3D take on the massive GameBoy hit that's likely to boost VB sales no end. So why are we reviewing it? After all, the Virtual Boy isn't even available in the UK. Simple: (a) because it's a great game starring one of Nintendo's big stars and you ought to know about it, (b) because if Virtual Boy sales do pick up because of WarioLand then the chances of the machine finally getting a proper UK release will increase, and (c) because we're giving away a Virtual Boy and a copy of WarioLand in our compo on page 26! 'Nuff said? Thought so...

I know Wario's a bad lad, but you've got to feel a little bit sorry for him. After his long and arduous treasure hunt around WarioLand on the GameBoy, the red-nosed rogue flies to a remote tropical island where he plans to relax and put his feet up. However, he's barely had time to remove the umbrella from his cocktail before some weird-looking creatures sneak up on him and nick all his hard-won valuables! Grench! Naturally, our hero gives chase, but before he can catch up with them the weirdies scurry down a secret passageway hidden behind a waterfall and disappear. Pulling his hard-hat down tight over his ears, Wario enters the passage – and a new adventure begins!

IF YOU WANT TO GET AHEAD...

...Get a hat! On his travels Wario comes across several flavours of magical helm (presumably left behind by some absent-minded underground milliner – that's the proper name for somebody who makes hats, by the way). Once placed upon Wario's noggin, these sleek chapeaus endow him with all manner of strange abilities...

BULL

This horned helmet gives Wario the strength of an ox, allowing him to shoulder barge annoying nasties out of his way and to smash through blocky barriers with ease. Also, by pulling down on the D-pad when jumping Wario can cause an earth tremor, which stuns the smaller baddies for a few seconds.

EAGLE

Don't get in a flap, Wario! Although some bonuses may seem impossible to reach with a normal hop, skip and a jump, that's because Wario has reckoned without the power of the breath-taking Eagle helmet! Once placed upon his bonce, this helmet gives Wario the ability to fly way up high!

SEA DRAGON

Ah, the mighty Sea Dragon, fiercesome tyrant of the oceans! Now its incredible fire-breathing abilities can be Wario's, simply by donning this helmet! A simple tap on the Fire button is all that's needed to send forth a spout of searing flames that will blast baddies and blocks alike!

KING DRAGON

Wario really has to hunt high and low to find this helmet, because it's the rarest of them all. And with good reason, as it combines the amazing mystical powers of the Eagle helmet and the Sea Dragon helmet in one easy-to-wear titfer! With this on his head, Wario is almost totally invincible!

SMALL WONDER!

Wario starts off meaty, beaty, big and bouncy, but one knock from a nasty is all it takes to make him shrink down to a puny little runt, a feeble shadow of his former self. This is Wario at his weakest and most vulnerable – in this form all his valuable shoulder barging skills are lost, meaning that he can only headbutt blocks to smash them and kill baddies in grand traditional fashion by jumping on them. This is very risky, especially as just one little mistake will result in the loss of a life.

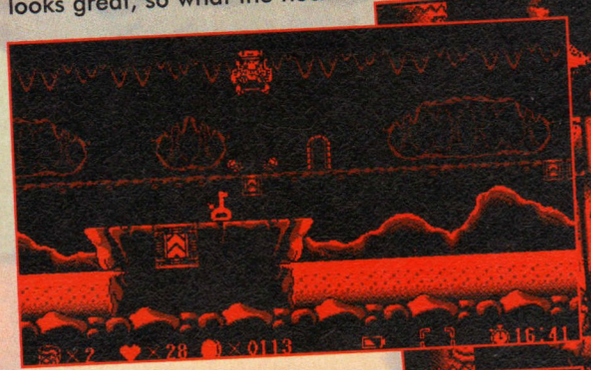
REVIEW VIRTUAL BOY™

FROM A DISTANCE...

This being a Virtual Boy game, it's no surprise to learn that 3D features heavily through out the game. Using special high-powered spring blocks Wario can boost himself across to the platforms lurking in the distance, where yet more traps and treasures wait to be discovered. If we're being honest, it's a bit of con – these background areas are just the same as the underground sub-levels that Wario could access via pipes in the GameBoy game. Still, it looks great, so what the heck?

IT'S A BRUCIE BONUS!

After each level has been completed, Wario can choose to gamble some of the golden coins he's collected by playing one of two sub-games. In the first sub-game deadly bats and beautiful bonuses, such as coins and hearts (which reward Wario with an extra life if he collects enough), float across the middle of the screen. Using the spring blocks, Wario has to bounce in and out of the screen, grabbing the goodies but avoiding the bats. The second sub-game is more of a lucky dip type affair – Wario has to pick a swag bag from a selection of three. The problem is, only one sack is full of treasure – the rest contain coin-nabbing nasties.



COMMENT

DAVE

Ooh, me 'ead! WarioLand is the first Virtual Boy that I've ever felt compelled to play for longer than about ten minutes – and now I know why Nintendo advises Virtual Boyers to take regular screen breaks! After a lengthy hour-long session spent peering at those little red and black screens, I came away feeling very strange, almost like I'd just come out from under anaesthetic! Still, after a few minutes I was okay again and just dying to get back to it, such is the magnetic pull of this excellent game. All the classic ingredients that made Wario-Land on the GameBoy so good are all present and correct, along with some brilliant new ones. As I've mentioned elsewhere the 3D effect is merely cosmetic – it doesn't alter the gameplay like the 3D in Super Mario 64 does – which is a little disappointing. Also, the game's not quite a tough as it could be; even though you have to find all the ten special objects to finish the game properly, I don't think it would take you more than a few days to finish. Even so, this is great entertainment and a worthy addition to Nintendo's Hall Of Platforming Fame.

MY PRECIOUS, MY PRECIOUS!

Although WarioLand contains only fourteen levels, they're quite tough to complete – certainly much more so than WarioLand on GameBoy. Also, it's impossible to see the full end sequence without locating and collecting the ten special objects hidden in secret chambers throughout the game. Collecting them is made tougher by the fact that if you lose all your lives, one of the objects is confiscated off you as a punishment, meaning you have to go and find it again! Doh!

REVIEW
VIRTUAL BOY™

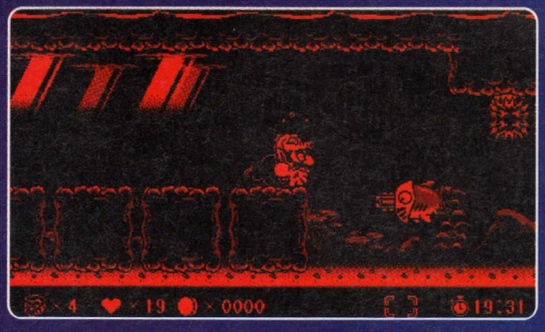
IT'S DA BOSS!

Every three or four levels Wario has to battle the obligatory boss monster. These come in every shape and size, but all take advantage of the Virtual Boy's special graphic chips to leap in and out the screen like things gone mad, battling Wario with crazy 3D attacks that come from all directions. Some of these bosses are really tough to defeat, but it's well worth the effort because your reward is loads of treasure!

(ABOVE & BELOW) Just a few of the crazy weirdos who Wario has to do battle with in his brand new 3D adventure. All most strange...

TAKE THE PLUNGE!

As Wario's new adventure takes place in the caverns and tunnels behind a waterfall, it's no surprise to find some sections where Wario has to get his feet wet and indulge in a bit of sub-aquatic manoeuvring. The Sea Dragon helmet is particularly handy in these sequences, as its flame-throwing powers work underwater, allowing you to eliminate some of the baddies that would otherwise make your life a real misery. I just hope Wario remembered his nose plug...



BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	
MONTH		■		
YEAR				

GRAPHICS — 91

▲ Clean and crisp, with excellently animated sprites and super-detailed backdrops.

▼ The 3D is just a graphical frill – it doesn't *really* alter the gameplay.

SOUND — 88

▲ Overall it's pretty good, but slightly whiny and annoying at times and when combined with red 3D it can make your bonce ache.

PLAYABILITY — 95

▲ As good as always – hey, have you ever seen a duff Mario/Wario platform game from Nintendo?

LASTABILITY — 80

▲ A lot tougher than WarioLand on the GameBoy ever was.

▼ What? Only fourteen levels in the whole game. Ya gotta be kiddin' me!

OVERALL — 89

Yet another great platform romp from Nintendo, and a real treat for those poor Virtual Boy owners who've been starved of half-decent software. If only there were a few more levels, this would've rated as a classic.

COMMENT

SIMON

I wasn't quite as bowled over by WarioLand as Dave was. To be honest, having seen the brilliant things Nintendo were doing with 3D in Super Mario 64, I was expecting a lot more. Don't get me wrong, it's an excellent game boasting all the finely-tuned playability and wide range of gameplay variety that Mario/Wario devotees have come to expect from Nintendo's platformers, but in real terms this isn't really doing anything that, with a bit of effort, you couldn't do on a normal GameBoy. One thing I do agree with Dave upon, though, and that's that the game is far too easy to finish. Still, why not enter the compo on page 26? It'll only cost you the price of a stamp and, if you win, you can judge for yourself!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: ACCLAIM
- PRICE: £49.99
- RELEASE: OUT NOW
- GAME TYPE: SHOOT-'EM-UP
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1-2 Players
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Difficulty setting

GAME INFO
- GAME ORIGIN: Conversion of arcade hit which features rock band Aerosmith's music
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Reach penultimate level
- ALTERNATIVES: Tinstar, Terminator 2, Lethal Enforcer, Wild Guns

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Poor

X — Heavy Kick

A — No Function

B — No Function

Y — Fire gun

L/R — L: Fire CDs, R: Fire CDs

S — Start: No Function, Select: Pause

GAME CREDITS
- DEVELOPED BY: MIDWAY
- DISTRIBUTED BY: ACCLAIM
- MADE IN: USA
- ARTWORK: © MIDWAY

It's time to get your leather gear on and let your hair down as the heavy rock music blasts out in this arcade shoot-'em-up! So gather up all your CDs – including your dead embarrassing ones that you don't want your mates to see – and get ready to launch 'em at anything that moves!

The date is Monday, the 11th of November, and we're living in a world where no-one, especially the youth, have a say in anything. Everything you like is forbidden, whether it's TV, video games, magazines or music (although I think people are still allowed to listen to Upside Down on the grounds that they're completely rubbish and can't really be classed as music). The reason for all this turmoil? A corrupt Neo-Industrial governmental militaristic oppressive alliance (phew!) called the New Order Nation which is ruled by Mistress Helga. It's kidnapping 13-30 year olds with the intention of corrupting their minds just in time for the election which is taking place tomorrow. Something has got to be done...

YER AVERAGE NIGHT ON THE TOWN...

It's sod's law, isn't it? You plan a big evening out and then something goes wrong! Take tonight: there you are, heading for downtown LA with the intention of having a few sherbets before heading to Club X to see rock legends Aerosmith, when all hell breaks loose – the New Order Rebels have taken over Club X and kidnapped the band. Feeling frustrated that your evening has gone completely pear-shaped, you decide to do something about it. On arriving at the club a video-taped Steven Tyler gives you details on how you can save the day. Your first assignment is to remove the rebels on the door and work your way backstage. And to think you only went out to buy a tour T-shirt...

ROUND THE WORLD AND BACK AGAIN!

Revolution X is basically a simplistic first-person shoot-'em-up along the lines of Virtua Cop (although not half as impressive). It features a unique non-linear playing system which, in a language we can all understand, means the game can be completed in any order the player deems. Rev X gives you a ticket around the world as it sends you to Japan, the Middle East and even on a trip to good old England and Wembley Stadium. The first two levels are set out but, once they're completed, the sky's the limit (as they say).

COMMENT

SHAUN

I'm a huge Aerosmith fan, so obviously I had high hopes for Revolution X. Sadly, it's turned out to be a huge let-down. These first-person 3D blasts always tend to be a bit limited and lacking in variety, but even by the genre's lowly standards Revolution X is dire. The graphics are primitive and frequently suffer from severe slowdown, while your gun cursor moves too fast to aim with any sort of accuracy. The biggest problem is that even on the toughest difficulty setting it doesn't take long to reach the last couple of levels, especially in two-player mode. Revolution X wasn't that great an arcade game to start with, but even fans of the coin-op are likely to be disappointed by this rough-looking conversion.

REVIEW

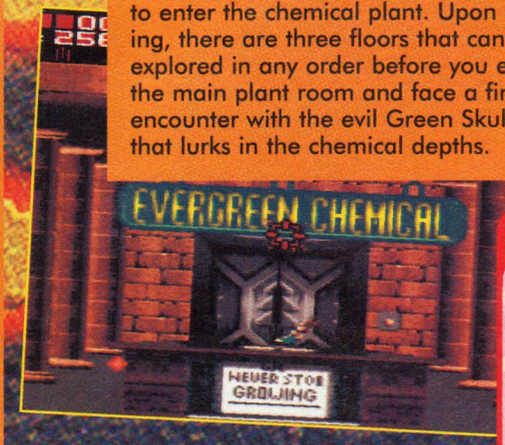
SUPER NINTENDO ENTERTAINMENT SYSTEM

MUSIC IS THE WEAPON!

Not only do Aerosmith feature in the game, they also supply the music. The game features four classic tracks, namely Eat The Rich (which even boasts digitised vocals), Sweet Emotion, Toys In The Attic and Walk This Way. Revolution X also features speech and digitised video footage of the band as each member appears at the beginning of each level to give you special information relevant to the next assignment.

RUMBLE IN THE JUNGLE!

Ever wanted to be Tarzan? If the answer's 'Yes' then get your leopard skin out as this level takes you to the heart of the jungle. This assignment is to stop the New Order putting chemicals into our food – although I must admit, some of the crap they put in our food tastes pretty good. Anyway, once order has been restored to the jungle it's time to enter the chemical plant. Upon entering, there are three floors that can be explored in any order before you enter the main plant room and face a final encounter with the evil Green Skull boss that lurks in the chemical depths.



ARMED AND DANGEROUS!

Although you start out armed to the back-teeth with CDs and ammo for your machine gun, it's inevitable that you'll run out of these highly-valued commodities eventually. On most levels you can top up your reserves by shooting bonus boxes or, if desperate, blasting everything in sight – for example, in this section shooting the glass out of the buildings reveals exploding CDs as well as bullets and extra energy. There are also other icons that can be picked up like Laserdiscs and the Super Gun; both cause more damage than your regular armaments.

COMMENT

DAVE

Games like Revolution X are brill in the arcades but tend to flounder badly in the home. Once that imitation plastic gun mounted on the coin-op cabinet is removed from the experience, you're left with some very basic gameplay that's entertaining for a few minutes but extremely dull in the long-term. Matters aren't made any better by the distinctly dodgy cursor control and the grainy, occasionally sluggish graphics, which range from just about average to the totally awful. Unless you're a fanatical Aerosmith groupy who has to have everything related to their favourite band, then I really can't recommend this.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

72

▲ Enemies are nice and large, if a bit pixelly.

▼ Too easy to lose track of the cursor, especially in two-player mode.

SOUND

85

▲ What can you say other than excellent? If you like Aerosmith, the music won't disappoint.

▼ Some of the speech used is slightly muffled and the explosions are weak.

PLAYABILITY

40

▲ Simple game controls makes this very easy to get to grips with.

▼ Cursor control is poor, and there's also a lot of slowdown.

LASTABILITY

45

▲ Features levels where the player can decide where to go next.

▼ A couple of the levels are quite short and, with the large number of continues, it won't take too long to reach the last level.

OVERALL

56

Revoluton X wasn't the world's greatest coin-op, so this was on a sticky wicket from the start. The shoddy conversion work and crippling slowdown hammer the final nails into the coffin.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SQUARESOFT
- PRICE: SEE IMPORTER
- RELEASE: N/A
- GAME TYPE: RPG
- CART SIZE: 32 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: No
- OPTIONS: Re-configure keys

GAME INFO

- GAME ORIGIN: Eagerly awaited ontinuation of brilliant Secret Of Mana series
- GAME DIFFICULTY: Rocker then a rock thing being rock
- SCORE TO BEAT: Get your characters up to level 30
- ALTERNATIVES: Zelda, Zelda on GameBoy, Secret Of Evermore, Illusion Of Time, ChronoTrigger

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Select item

A — All combat/Talk/Pick-up

B — Run/Return from stats

Y — Access stats screen

L/R — L: N/A, R: N/A

S — Start: N/A, Select: Change order

GAME CREDITS

- DEVELOPED BY: SQUARESOFT
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © SQUARESOFT

Calling all Super NES owners who revel in role-playing romps! It's time to zip up your, er, armour because Secret Of Mana 3's about to attack our shores on import...

RPGs, eh? You either love 'em or hate 'em. Me, I've had longterm relationships with some, while there's others I wouldn't touch with a crystal wand. First time out most seem quite novel, and it's sort of exciting watching your squad of paladins, sorcerers and sexy elf-chicks beat up those nasty skellington blokes that hang out down the enchanted wood. Unfortunately, the problem with some RPGs is that they become very samey and, although your wandering heroes have scaled the dizzy heights of Level 58 supreme beings, they're still trekking around the same gloomy glade fighting the same bunch of skinny blokes. The original Secret Of Mana never suffered from this mediocrity, so stick on your 'Cloak Of Invisibility' and let's have a sneaky look...

SECRET OF M

LEGEND OF THE HO

LORD OF THE MANA...

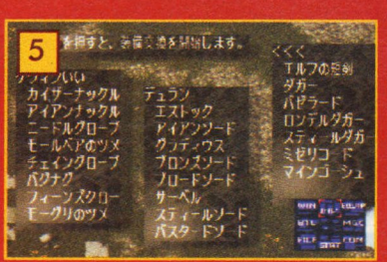
What kind of RPG would Secret Of Mana 3 be without some form of ridiculously complicated background history? Did you know that it's against the law to call yourself an RPG unless there's some evil deity wreaking death and pestilence on a friendly place? Anyway, the story goes that long ago, when the Earth was still immersed in darkness, the goddess Mana destroyed the Divine Beast - a crotchety sod with eight nasty mates - and sealed them in elemental rocks. Then the sun came up and the darkness lifted. Unfortunately, your elemental rocks ain't what they used to be and the Beast has escaped. Obviously he's well miffed – as you would be after thousands of years strapped to a big boulder – and so he starts a fight for world domination. Mana disappears and the Earth's natural beauties start to diminish and, well, the rest is up to the heroes...

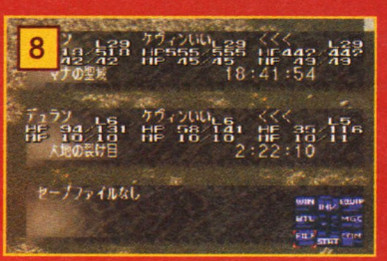
KEVIN

Big Kev's one of the younger characters, rocking in at a spotty 15 years old. But Kev's hormone-related troubles don't stop here: he's half-man, half-animal, has the body of an adult and, to cap it all off, the brain of a small child. And just to compound matters further he can barely speak and doesn't like people much! But he's got a right bite on him, and if he was around today he'd have been put to sleep under the 'Dangerous Dogs' bill.

STATISTICALLY SPEAKING

Secret Of Mana 3 employs a very simple means of displaying the vast amount of stats that it uses. Rather than use sheets and sheets of bland text, Mana has eight screens that scroll around making it easier to interface with the menus!

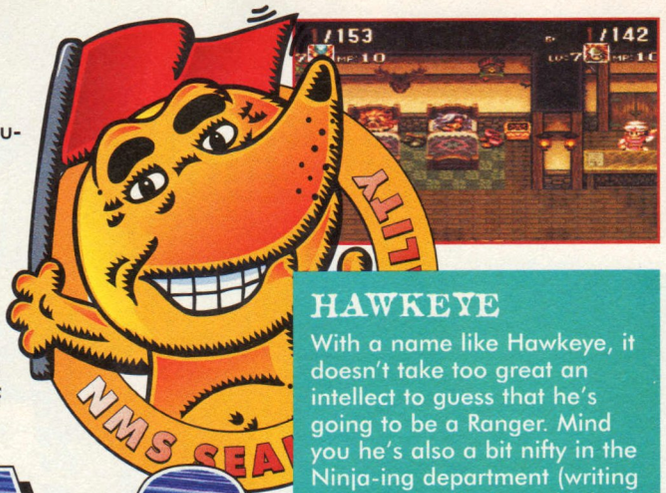




1. Equipment
2. Magic
3. Character stats
4. Level/Health/Points
5. Inventory
6. Window
7. Battle order
8. Saved games

SIX ITEMS OR LESS...

Every adventure's castles, swamps and jungles are usually crammed with artifacts and special items to help adventurers on their trek. Secret Of Mana 3 is no exception and, in typical Squaresoft tradition, the game uses an on-screen system to access items. It's a quick and simple method that helps keep the pace of play to a premium.



REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

MANA 3
OLY SWORD

HAWKEYE

With a name like Hawkeye, it doesn't take too great an intellect to guess that he's going to be a Ranger. Mind you he's also a bit nifty in the Ninja-ing department (writing to those small ads at the back of the Sunday papers paid off), likes the ladies and is partial to a slice of romance!

REES

Queen Of The Wild Kingdom and leader of an Amazon Army, our Rees is a deceptive little madam. She may only be a teenager but she's very ambitious and a tad stubborn at times. I suppose you'd have to be, though – how many people do you know who are Amazon Queens?

ANGELA

Angela is of royal blood and a sorceress as well, which makes her a dangerous lady to muck around with – and we all know what happened to Willy boy, don't we?!

IDENTITY PARADE...

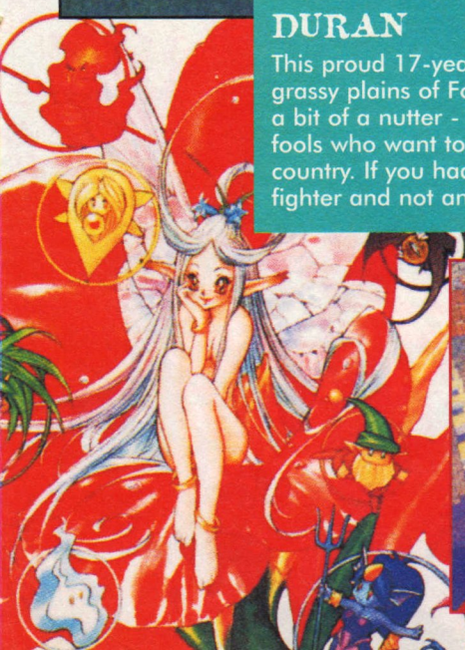
The world contained within Secret Of Mana 3's 32 Meg cart is vast to say the least and where you start exploring it from changes depending upon who's fate you decide to be responsible for. To help a little, here's a few personal details about the team of unfortunates who have the unenviable task of ridding the planet of evil...

DURAN

This proud 17-year-old serves as a soldier in the grassy plains of Forensa. His mates reckon he's a bit of a nutter - but aren't all these patriotic fools who want to die for their rain-ravaged country. If you hadn't sussed it out, Duran's a fighter and not an effeminate 80s' pop-group.

SHALROT

Another young pup, 15-year-old Shalrot is the youngest granddaughter of the Priest Of Light at the Holy City Of Wendel. Of Elfish extraction, she only buys her petrol at one particular chain of service stations and is bright, talkative and very, very superstitious.



ARE YOU EXPERIENCED?

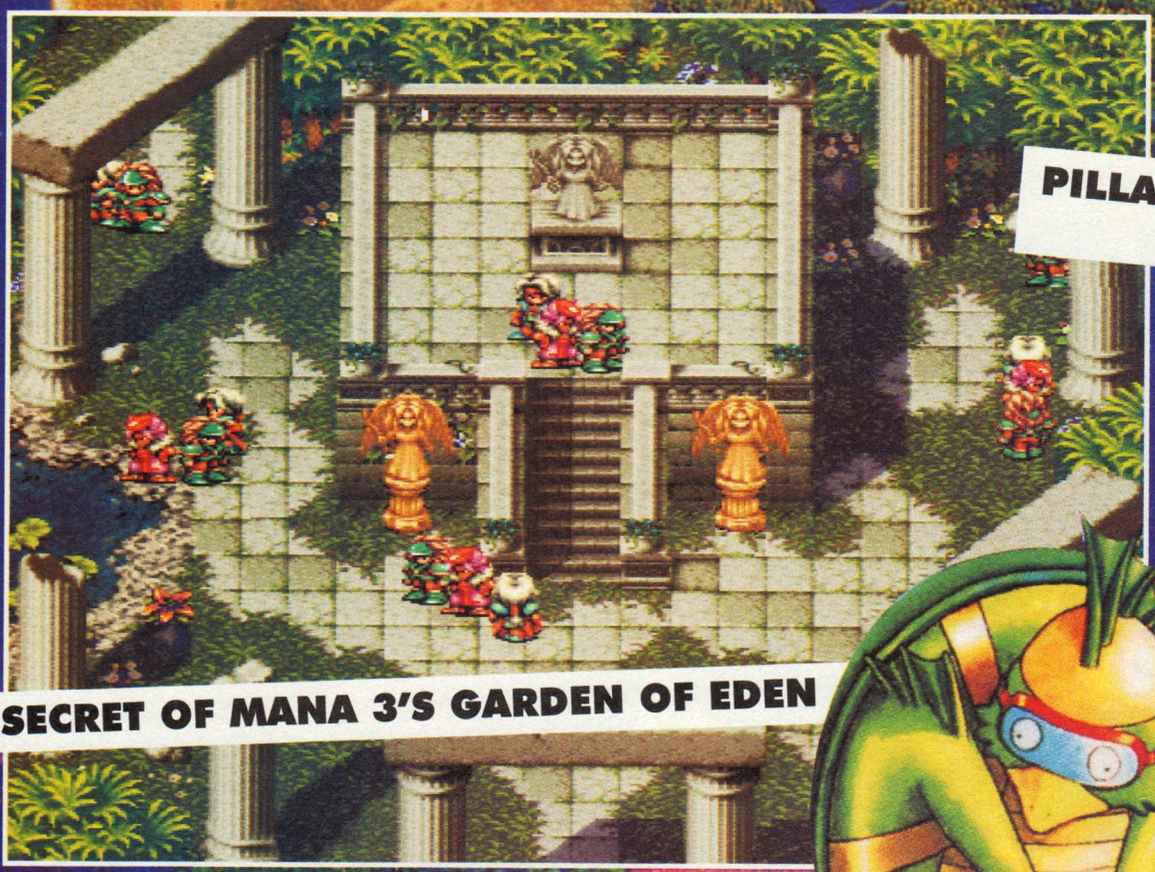
Secret Of Mana 3 uses some pretty bog-standard RPG techniques for its gameplay. Combat is rewarded with experience points, which in turn add up and then raise your character's experience levels. And, like the majority of role-playing affairs, an increase in level grants the characters new spells and/or weapons.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

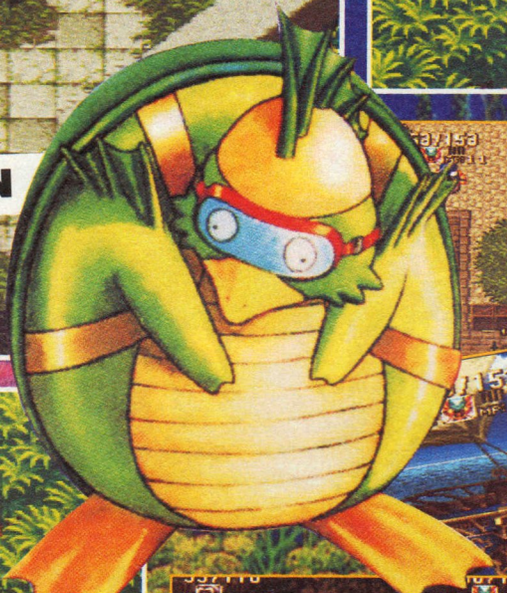
YOU'RE ON MY MANA!

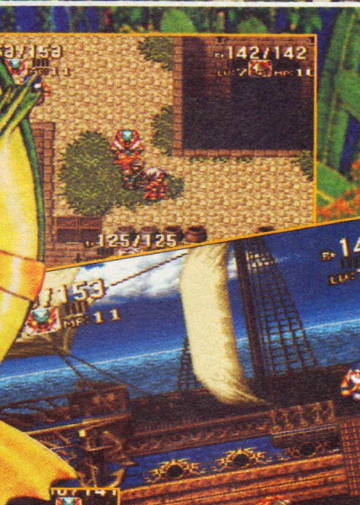
Secret Of Mana 3 really is a vast sprawling adventure, but it doesn't sacrifice depth for size and pays excellent attention to detail. This link-up section shows just what painstaking graphical detail the developers went to when constructing the game. But what you can't tell from this static shot is the minor details, like the wind blowing through the trees and flowers, that put SOM3 in a league of its own.

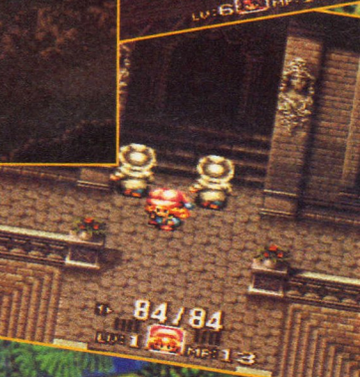


PILLARS OF WISDOM WILL ON YOUR QUEST

SECRET OF MANA 3'S GARDEN OF EDEN







COMMENT

SIMON

Well, I have to concede that I really enjoyed Secret Of Mana 3, which came as a bit of a surprise really having been worn tired by other inferior role-playing titles. Okay, so the fact that you can't interact with characters due to the language barrier means that some of the game's depth and story was wasted on me. Likewise I was stumped as far as clues and help were concerned. However, once you've grasped what the controls do and figured out what the majority of the stats are referring to, we're looking at a quality title. Graphically it's a real treat and there are some really nice spot-effects that make all your spell-casting a bit of a jape. There's also a nice variety of evil deities knocking about and, fortunately, there are plenty of very different locations for them to hang around in. Secret Of Mana 3 is classic stuff for RPG fans, boasting all the quality ingredients that Square are so good at, meaning you can't really go wrong. Highly enjoyable stuff – I just wish a Brit version would come out!

TO BUT OR NOT TO BUY?

There's no denying the fact that Secret Of Mana 3 is flippin' good. It's slick, action-packed and of a very high graphical quality. The question is though: is it worth visiting your local importer and buying it? Yes, is the immediate response I'd give you, but it does rather depend on how adept you are at RPGs. If you've played most of 'em to completion before then the language barrier should only hinder you slightly. But if this is one of your first ventures into the eerie half-world of role-playing, then you'd be better off getting to grips with something friendlier like Illusion Of Time.

TURNING JAPANESE!

For the British market Secret Of Mana 3 has a glaringly obvious failing: its text is in Japanese! So, the burning question is whether or not you're going to be able to play it effectively. Secret Of Mana 3 does rely quite heavily on character interaction and there's a fair amount of speech - none of which you're going to be able to understand, unless you're lucky enough to be able to read Japanese. Imagine the scenario: Your troop of thieves and warriors are happily skipping along the forest path when out of the bushes pops a troll-type thingy and his mates. "*?f•@#!" says the troll-type thingy, and that's it – you're stumped. Has he invited you in for free scoff and a hoard of gold or is it time for a kick-off? Unfortunately, you'll never know and normally end up whacking the poo out of him every time! That said though, it is possible to make progress through the game, but it is quite tough because you don't get any clues or help.

COMMENT

DAVE To be honest, while I found Secret Of Mana compulsive to play and very intuitive to boot, I have to say that the fact that the text is in Japanese is extremely frustrating. You sit there, totally stuck but fully aware that the tiny symbols on-screen that are gobbledegook to you could be a major clue which is probably essential in solving this massive adventure. That aside, a seasoned campaigner should be able to slash and fireball their way quite effectively around the world of Mana. Of course, finishing it is a quite different matter because it's an absolutely massive, sprawling affair that lovers of role-play will want regardless of Japanese text.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 92

▲ Quite beautiful to look at with loads of variation. A really nice place to bear in mind when you hang up your pad and retire!

SOUND — 89

▲ A decent ditty that never becomes annoying – and that's something in a game that's gonna take 30-40 hours to complete.

PLAYABILITY — 80

▲ Alright it's Japanese and so you haven't a hope of understanding what the hell's going on but, that aside, it's very playable.

▼ The cost of accommodating your Japanese translator may force your parents to eject you from the family home!

LASTABILITY — 90

▲ Crikey, you could well have outgrown your gaming life by the time you get close to completing SOM3!

▼ May cost your children extra cash for your gravestone because your epitaph's going to read "Made the last level, looking for traps. Ahhh..."

OVERALL — 91

Once again, damn fine stuff from the Square stable which will keep real RPG addicts locked up in their sweaty bedrooms for months. But remember, you're going to have to know RPGs to get any proper enjoyment from it, because it's on import!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: KONAMI
- PRICE: SEE IMPORTER
- RELEASE: OUT NOW
- GAME TYPE: ADVENTURE
- CART SIZE: 24 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: Yes
- OPTIONS: 2 gameplay modes

GAME INFO

- GAME ORIGIN: Began life in The Legend of the Mystical Ninja and is now on his fourth adventure
- GAME DIFFICULTY: Moderate
- SCORE TO BEAT: Complete Goeman and Sas's worlds
- ALTERNATIVES: The Legend of the Mystical Ninja

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Jump

A — Not used

B — Not used

Y — Use weapon/Dash

L/R — L: Select world
R: Select world

S — Start: Pause
Select: Not used

GAME CREDITS

- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: KONAMI
- MADE IN: JAPAN
- ARTWORK: © KONAMI

When Dave handed Goeman 4 to me I thought, "Oh no, not another RPG to play. I've only just recovered from Romancing Saga and now he's at it again." If, like me, you're not at all turned on by RPGs but still fancy flexing your role-playing muscle occasionally, then this could be for you.

Goeman is yet another character that is a mega star in Japan, but once again, is hardly known in the UK. In fact, this latest adventure sold 360,000 copies in the first three weeks in the land of the Rising Sun. Gamers may recognise the character, but not the name of the game. The original Goeman was released in the UK under the name Legend of the Mystical Ninja. Goeman Two and Three weren't released in the UK, now there's a fourth addition, let's have a butchers at what he's up to this time...

GOEMAN 4

GOODIE IN THE BAD PACK...

At first you may think that Goeman, being the hero of the game, would be whiter than white – a Mario-styled goodie two-shoes character, but our sources reveal quite the opposite. Don't get us wrong, overall he's a good guy, but he's also a bit of a thief on the quiet. He's a chirpy little Edokko, which is a bit like being an Eastender. The only difference is he won't get sent to prison for nicking the charity money, get some spotty barmaid pregnant, go completely mad or go on walkabout for eighteen months only to return as if nothing has ever happened!

STRIKE IT LUCKY!

Each character starts the game with two weapons. One is a type of stick to swing around on and the other is to inflict pixelated pain on the enemy. No two characters have the same weapons and the amount of ammo is determined by the number of gold coins collected. But beware, every time you shoot, a gold coin is deducted from your total.

WANNA BE IN MY GANG?

Goeman may look and act brave, but he doesn't tend to go further than the front door without his group of friends to help him. He's joined by three of his drinking buddies, Ebisu-Maru, Sasuke and Yae, who each explore a world. Ebi, although being a ninja is extremely laid back and takes things at his own pace, Sas comes from a strict background and a bit of a disciplinarian and Yae, the only woman in the gang, is a secret investigator.

SCORE IN A MINUTE...

Goeman is a cross between a platformer and an RPG. The game revolves around more than just walking around levels bashing everything in sight. There are many RPG elements involved in play such as when news is received in the town and Goeman has to act accordingly. In fact the town dwellers help in other ways as well. Although most are really ugly looking, there are some pretty girls that can restore life by giving Goeman a kiss. In fact, in this adventure he'll probably score more times than Southampton Football Club will in a whole season.

SHOP TILL WE DROP...

There are two ways for Goeman and friends to get their grubby little paws on items. The first are those that can be bought from the shops in the town: There are three types of shop, a foodstore, a general Spar type place and the good old pub This allows them to purchase defensive and energy restoring items – although the amount of energy or defence depends on the particular shops. Other items can be found by having a good look around those levels. Also look out for pots that, when smashed, reveal hidden items as well as loose items that are scattered on the ground.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

WORLD'S APART!

There are four worlds to explore with each character having to brave a world on their own. Although the worlds are very different to each other, they all consist of villages and platform levels. There are times in the game where a character meets someone and they have to return to a previous level to collect something in order to proceed further...

KUPARSA

This is the planet which Goeman explores. It's a world covered in sand, but ironically has the most inhabitants - must be a holiday resort. News gathering and weapon equipping are carried out here and the end of the level sees Goeman battle it out for the Banji, a real white-bladed sword.

FORESS

Foress is an endless forest and is Ebi's world. One of his most important assignments is to gather news to help his friends on their adventure. He also has to go on a search for beautiful women – it's a dirty job, but someone's got to do it. Ha!

SUUIA

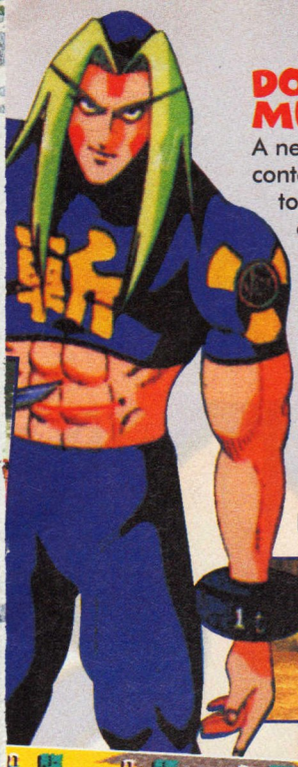
Sas obviously drew the short straw because he got the world totally covered in ice! Sas gets the chance to ride a snowmobile to help him through and his main task is to help the sick people, with colds, on the planet. The final battle sees him pitting his wits on an obstacle course against the final boss.

AQUAN

On Aquan, Yac fights sharks and even manages the time to go surfing. On Aquan, Yac can find craftsmen to power-up her weapons, before her final encounter with the boss, which is a bead puzzle game similar in style to Super Puyo Puyo.

RACK 'N ROLL

Keep an eye out for this furry creature. Not only does this mean you've reached the end of the level, but one whack from your weapon causes a raccoon to throw out loads of golden coins. Simply jump into the coins to add them to your total. Once collected these coins can be used in the village to buy weapons and defence equipment, as well as increasing your ammo for the character's throwing weapon.



DON'T THINK MUCH OF YOURS MATE!

A neat touch is the way enemies challenge you to contests, rather than the standard beat each other to a pulp stuff. This section sees Ebi having to compete against the enemy for the most women. No problem I hear you shout, as you head back to the town to collect as many women as is possible. As soon as you bring back the women and begin to celebrate, a referee comes in to judge who has the prettiest chicks. All this has to be done within a time limit. Good job this doesn't happen in reality or Simon wouldn't get anywhere. In fact, he'd still be on the outskirts of Birmingham – not that I'm saying that Brum is filled with ugly women! I just mean... Oh, forget it!

COMMENT

SIMON

Goeman 4 is billed as a mix of platformer and role-play, but it's not. I reckon any RPG nut would be disappointed with the old G-Man if they bought him for this reason alone. What Goeman really is is a thinking man's platformer. There's some character interaction and the odd spot of item collecting, but it's nothing like Zelda or Mana. This said though, it really is pretty good stuff. A little too cute for my taste and a little too easy for that matter, but I can see it appealing to quite a range of platform fans on import or otherwise.

TIME TO BRING ON THE SUB...

As well as an incredible adventure to keep you occupied for aeons, the developers have added four sub-games which can be played by up to four players. Luckily there's a gameplay option that allows the players to skip straight to these smaller games, although they can be accesses in each of the four adventure worlds.

CRAZY-CROSS

This is similar in design to the Super NES title Puyo Puyo. The object is to get a line of three beads to connect. Connecting them makes them disappear and keeps the amount of beads on-screen to a minimum. Bombs also fall down that can be changed into beads by being hit as a line of three disappears and this, in turn, causes a chain reaction. Simple huh?

SKATE 'N RACE

Time to get your skates on as this isn't just a case of skating as fast as you can. As well as having to press the A and B buttons for acceleration, there are also doors that have to be opened which show either a direction or instructions to press other buttons. The right sign has to be pressed to open the door otherwise you crash into it and slow down.

BANJII JUMP

Seeing as our heroes are all trained ninjas, they should be able to withstand a certain amount of pain. And what better way to prove it then having to stop a white-bladed sword with your bare hands. The boss, Banjii, bungie jumps with the blade and, like some sad extra from the Water Margin, our hero has to stop it by raising their hands just before it slices them in two. After this heart-stopping ordeal, they have to repeatedly press the A and B buttons to get the bungie to snap in the fastest time possible.

POWER DOOR

The doors open and then begin to close. The players have to repeatedly pound the A and B buttons in order to fill up a power-bar. Once the bar is filled, the doors lock. Then an object flies across the screen and the players have to guess what the object is. If you don't fill the energy bar the doors close leaving your little ninja no chance of guessing what the object might be.

COMMENT

SHAUN

I have to admit, despite being the fourth in the series, this is the first Goeman I've played. For those that are in the same boat, I would recommend they give it a go. The break-up between platform and RPG gives the game a cutting edge over the standard platformer, as well as offering those gamers that are weary about RPGs the opportunity to have a go without spending hours walking around a wilderness. The game looks very cute, plays well and the humour in the game is excellent. The only downer is that it's not the most difficult game in the world to complete. Players of the other three may find this too similar to the others, but don't let this put you off because Goeman 4 is a really well thought out little game.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE				■
REFLEXES			■	■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	■
MONTH			■	■
YEAR			■	■

GRAPHICS — 85

▲ Big sprites with cute characteristics and bright colourful backgrounds.
▼ A couple of the bonus games lack detail and Crazy-Cross, in particular, is very dull, plus it's easy to lose the coloured blocks.

SOUND — 83

▲ Really cute Japanese-style tunes for each level. Enough different tunes to stop you getting wound up with them.

PLAYABILITY — 86

▲ Easy to get into and to understand, so those new to RPGs shouldn't walk around hopelessly for hours on end.
▼ Play control on the sub-games can be a little awkward.

LASTABILITY — 82

▲ Four worlds all with lots of levels and the four player sub-games increase the enjoyment.
▼ The game could have been made slightly more difficult. Some of the platform levels are the easiest I've come across for a while.

OVERALL — 84

Goeman 4 is a good game that's let down by its too- easy difficulty setting. But it's still thoroughly enjoyable and one to look out for if you fancy something slightly different.

REVIEW

GAME BOY

CART SPEC
- **BY:** THQ
- **PRICE:** £29.99
- **RELEASE:** TBA
- **GAME TYPE:** GOLF SIM
- **CART SIZE:** 4 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Password
- **CONTINUES:** N/A
- **OPTIONS:** Courses, clubs

GAME INFO
- **GAME ORIGIN:** A ball whacking game invented by the Jocks.
- **GAME DIFFICULTY:** Average
- **SCORE TO BEAT:** Finish third in tournament.
- **ALTERNATIVES:** Konami Golf and two previous PGA Tour Golf games.

SUPER GAME BOY
- **ADDITIONAL FEATURES:**

GAME CONTROL
- **CONTROLLER:** Gameboy
- **RESPONSE:** Good

A Strike ball

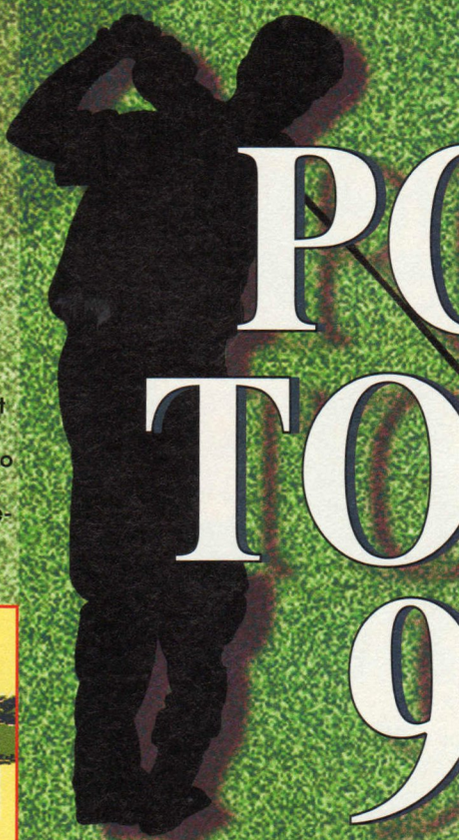
B Return to last menu

S **Start:** Turn music on/off

S **Select:** Select draw/fade

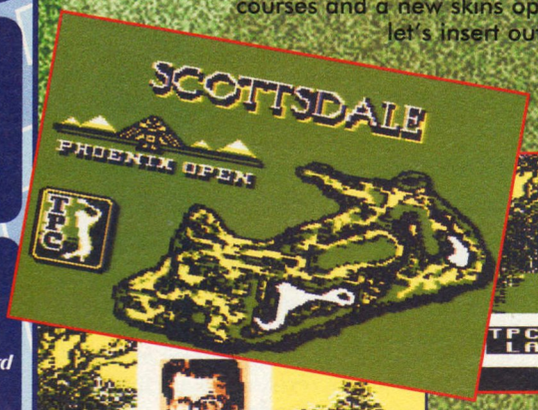
GAME CREDITS
- **DEVELOPED BY:** BLACK PEARL SOFTWARE
- **DISTRIBUTED BY:** THQ
- **MADE IN:** USA
- **ARTWORK:** © THQ

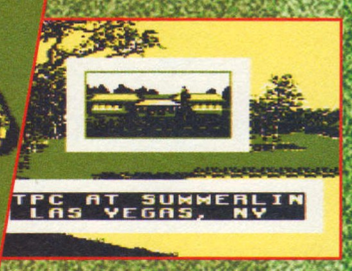
You can't beat a nice round of golf in the summer. It's nice and hot, you can take a leisurely stroll around a course and wind up all the old farts with all the gear. Of course Winter is another story because it's far too cold and muddy to go trudging around a large, wet swamp swinging a thin piece of metal at the planet. So, avoid the flu and take out your golfing frustrations on PGA Tour 96!



PGA TOUR 96

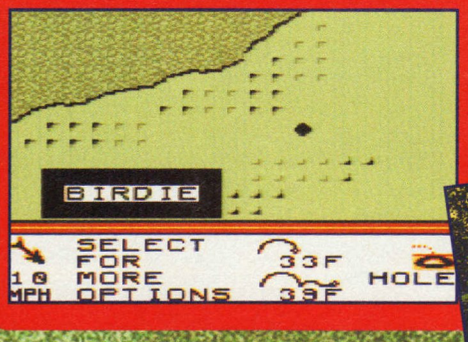
PGA Golf is by far the most recognisable golf game on any format and, let's face it, the only one most of us give a damn about. Although the Nintendo versions have been slightly inferior to certain competitors versions, they are still very good and have sold really quite well. Anyway, a new year heralds a new version, so put your golf gloves together for PGA Tour 96 which offers more courses and a new skins option. Without further ado let's insert out tees into the planet, adjust our grips and prepare for 18 holes of sheer frustration!





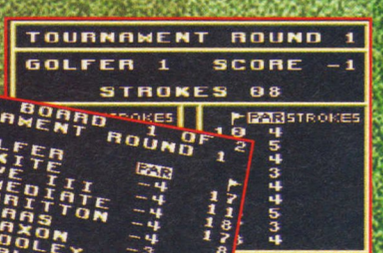
HORSES FOR COURSES...

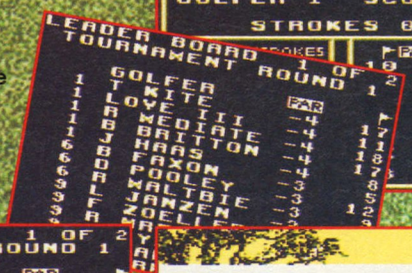
There are five courses from which to select all of which are used on the USA Tour. The courses are Summerlin, Sawgrass, Avenel, Woodlands and Scottsdale. There's the option to practice a round or enter into a tournament and you can trudge around the damp course on your own, take on another foolhardy human golfer or the greatest bore of them all, the computer. There's also a Skins option which again can be played against either human or computer opponents. Skins allows the player to win money on each hole with the geezer who wins the most money at the end of the round being deemed both the greediest and the winner. But, don't despair too much if you hook your first drive into the rough as the amount of money per hole increases as the round progresses.

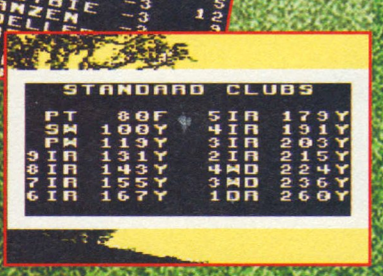


LEADER BOARD!

Tournament mode consists of two rounds with the player competing against all the top players from America. It allows you to play a round on your own or against a human or computer opponent. Before going onto the course, the player has to choose a set of clubs that best suits their style, or lack of it. There are four to choose from, Standard, Match, Skill and Power. Although the clubs are pretty much the same, the power varies slightly with the longer irons and woods.







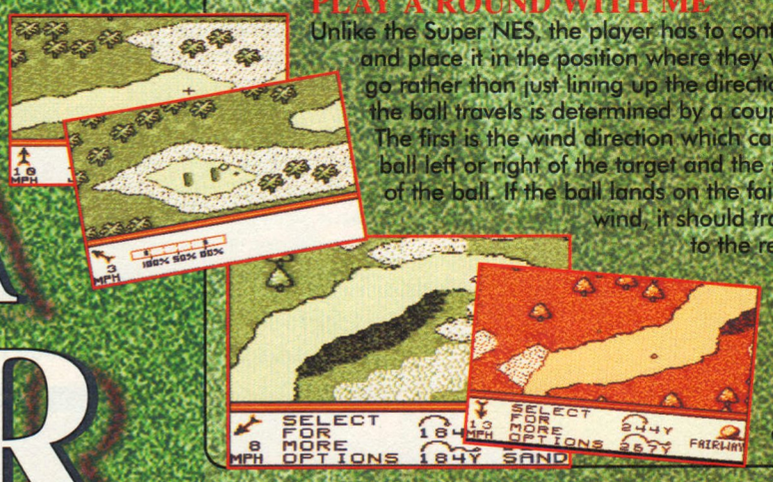
COMMENT

Personally I'm a great fan of golfing games and although the graphics are somewhat simple, the gameplay more than makes up for this. With simple controls and a host of gameplay options, this game should keep even the most fickle sports fan occupied for a good few hours. If you're a Gameboy owner and looking for a decent romp around the countryside in your plusfours, look no further. My name is Christopher Hobbs, this is my second comment and once again I thank you!

CHRIS

GA UR 96

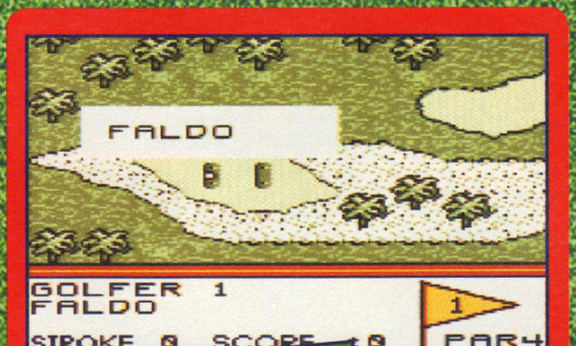
PLAY A ROUND WITH ME

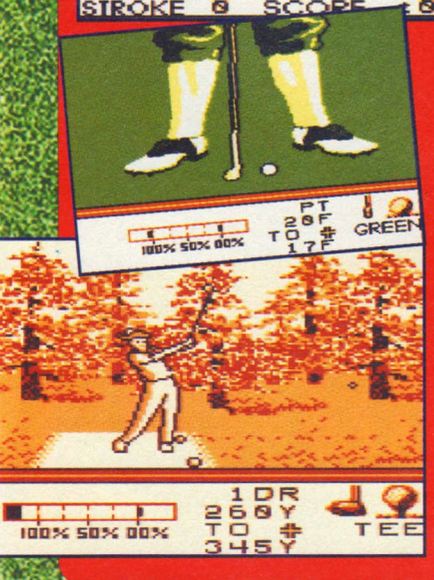


Unlike the Super NES, the player has to control the cursor and place it in the position where they want the ball to go rather than just lining up the direction. The distance the ball travels is determined by a couple of factors. The first is the wind direction which can also move the ball left or right of the target and the second is the lie of the ball. If the ball lands on the fairway with no wind, it should travel pretty close to the recommended club yardage but being in the rough or bunkers greatly reduces the distance the golfer can hit the ball.

THE GREEN, GREEN GRASS OF HOME!

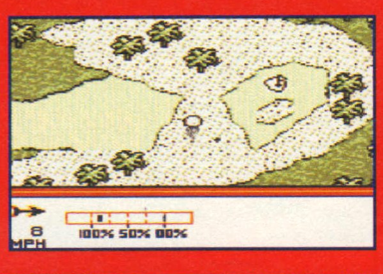
Before each shot there's the option to be able to draw or fade the ball. This is mainly used on a hole that has a dog-leg or when the players finds themselves behind a tree and need to send the ball out away from the pin and bring it back round. Once you're on an approach to the green it's possible to select a close-up so you can checkout the lie of the green in an attempt to pinpoint your shot with a little more accuracy. More fun and frolics can be found when using back-spin or topspin on the shot. Using either of these skills tends to depend on the pin position and the wind. If the wind is strong, it's better to go for top spin and keep the ball low, whereas backspin is better employed where there's lots of room to place the ball behind the flag so you can roll the ball back closer to the pin.





POWER TO THE PEOPLE...

Once our budding Sevvie is ready to smack the living daylights out of his plastic and cork sphere the screen changes to the shot screen. A bar at the bottom of the screen with percentages on it determines just how hard they wish to hit the ball. To start the ball rolling press the A button and the power bar will rise, pressing it again at the required power sends it soaring into the wild blue yonder. However, if you're a clumsy sod and press it too early or late then this causes the ball to hook or slice into a stream or a hedge or anything else that you really don't want to be hidden behind. For extra Popeye style power let the bar run past the 100% line! But watch out because if you don't stop the power-bar at the right moment then your ball will go careering off in totally the wrong direction!



COMMENT

SHAUN

PGA Tour 96 is one of those games that's ideally suited to the Game Boy. It is very clear to see what's going on and it doesn't blur, so there's no nasty eye straining! The game itself although looking quite basic, plays very well. There's little detail to the courses but the fairways, rough, bunkers and greens are clear to distinguish. With five courses from which to choose and a two player mode this game is great for all Game Boy owners, but probably not for those that own a Super Game Boy. Another good feature is that there's a password at the end of every hole so you can stop when you like without having to finish the round. Don't judge this solely on the average graphics because this game is extremely playable and well worth a whack.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				■

GRAPHICS — 79

▲ All the different parts of the course are easy to see.

▼ More than a little rough around the edges and lacking in detail.

SOUND — 76

▲ The 'Music Off' option is very welcome.

▼ No real sound effects to the game, and that music is *soooo* annoying!

PLAYABILITY — 85

▲ Plays extremely well. Each separate aspect of the lead-up to the shot is clearly defined and the power gauge is clear to see even on the Game Boy.

LASTABILITY — 84

▲ Five courses on the Game Boy is a pleasant surprise and with the added option of a two player adds extra life into the game.

OVERALL — 83

There are some negatives about the way PGA Tour looks and sounds, but even so this is extremely playable and so comes highly recommended to all Game Boy golf fans.

REVIEW
GAME BOY

CUTTHROAT ISLAND

Boy, we've gone pirate mad this issue! In fact, there hasn't been a day this month when I haven't worn my eye patch and wooden leg. First off Acclaim treated us to a preview of the film. Next we received the Super NES game tie-in (which, thankfully, was fractionally better than the movie). Now – oh god, can you believe it? – here's the Game Boy version!

As you've probably already read earlier this issue, CutThroat Island centres around the notorious 'lady' pirate Morgan Adams and her hunt for three map pieces which will lead her to CutThroat Island and more hidden treasure than you'd know what to do with. The game consists of 12 levels of action and, rather than take you through the story all over again, let's just take a look the game.

SAIL THE SEVEN SEAS!

Although the Super NES and GameBoy games follow the same plot, the games are do differ slightly – and not just in the way they look, either. The most notable difference is that, due to the Game Boy's technical limitations, some of the levels that appear in the Super NES version, such as the cart level, have been dropped and the focus is more on beat-'em-up action. Once again, players are rewarded at the end of various levels with special moves. Also, unlike in the Super NES game, this version only allows for Swordplay mode – but this isn't really a let-down because it plays better than Brawling mode anyway.

COMMENT

SHAUN

When all is said and done, there's very little to choose from between the two versions of CutThroat Island. The graphics aren't bad for a GameBoy, so they don't disappoint quite as much they did on the Super NES, and the simplistic but straightforward beat-'em-up gameplay is entertaining enough if a little repetitive. CutThroat Island is an okay release, but there are plenty of other, far superior games available in a similar vein.

A TRIP AROUND THE CARIBBEAN!

There are three stages to CutThroat Island. The first takes place in Jamaica, where our heroine is not only trying to avoid her Uncle Dawg's men but also Governor Ainslee who is offering a reward for her head. The second takes place on her father's trusty ship, The Morning Star, as it journeys to CutThroat Island, while the third and final stage is based on the Island itself.

SLICE 'EM AND DICE 'EM!

Morgan's battling technique starts out very basic, with the feisty young lady only knowing how to stab and defend. But she's a quick learner, and as she battles through to the end of CutThroat Island she learns new and improved fighting techniques. And believe me, she's going to need them as her final battle with Dawg Brown is incredibly tough – it takes more than just quickly pressing the Stab button to prise the treasure back off him!

RATINGS

- BY: ACCLAIM
- PRICE: £24.99
- RELEASE: OUT NOW
- GAME TYPE: BEAT-'EM-UP
- CART SIZE: 4 MEG

GRAPHICS 68

◆ Average character sprites, although at least some attention has been paid to the backgrounds.

SOUND 62

◆ Adequate – there seems to be a lack of attention paid to sound on GameBoy nowadays.

PLAYABILITY 68

◆ Not bad, although the enemies constantly jumping on and off the screen can get frustrating.

LASTABILITY 65

◆ Twelve swashbuckling levels to slice your way through, but it does get a tad repetitive

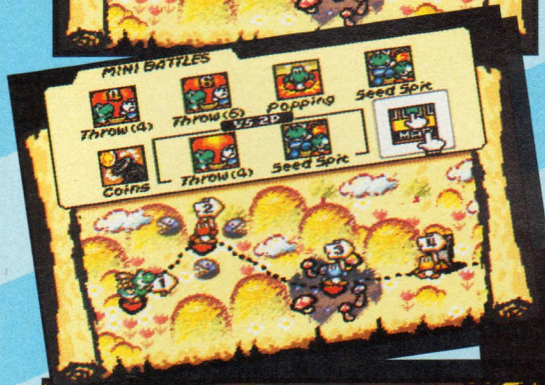
OVERALL 66

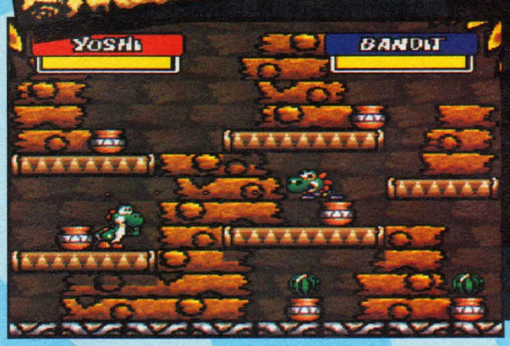
A so-so game that doesn't offer anything new or really exciting for GameBoy owners.

NHS SMALL TIPS

Yet another month passes by and we're still waiting with baited breath for the first ever cheat for Diddy's Kong Quest to drop onto the mat. Does this mean there are no hidden cheats in the game or simply that you haven't found them yet? Only time will tell I guess, but at least the first Yoshi's Island cheat has arrived. So get your skates on and find the DKC 2 cheats!

Send your excellent cheats to: OI! GET YOUR TIPS OUT FOR THE LADS!, Small Tips, NMS, 30-32 Farringdon Lane, London, EC1R 3AU. You never know you may win our Tip of the Month and win two freebie games from those lovely people at Konami.





PRACTICE AGAINST ANY CHARECTER
KILLER INSTINCT
SUPER NES ★★★★☆

Previous tip of the month winner Bob from Newton Stewart has kindly sent in this tip. To allow you to practice against another character other than Fulgore, press Start on Practice mode using controller 2. Choose the character you wish to practice against and press Start. Now use controller one and press start to go back to the main menu and enter the Practice mode again. You can now select the character you wish to fight with and practice against a different character.

PLAY THE MINI BATTLES
YOSHI'S ISLAND
SUPER NES ★★★★★

Well, I asked for any tips or cheats for Nintendo's recent big releases and, thanks to Seth Rietdijk from Holland, I was not disappointed. Seth's tip for Yoshi's Island allows you to play all the mini-battles and even gives you the chance to play a couple in two-player mode. On any level map screen use controller one and hold Select. Now press X, X, Y, B, A. The mini-battles screen should now appear. Congratulations to Seth on winning Tip of the Month.

KONAMI

LEVEL CODES
ANOTHER WORLD!
SUPER NES ★★★☆☆

Nuff respect to Neil English for sending in all the level codes for Another World. What a clever boy you are!

LEVEL 2	HTDC
LEVEL 3	CLLD
LEVEL 4	LBKG
LEVEL 5	XDDJ
LEVEL 6	FXLC
LEVEL 7	KRFK
LEVEL 8	KLFB
LEVEL 9	DDRX
LEVEL 10	HRTB
LEVEL 11	BRTD
LEVEL 12	TFBB
LEVEL 13	TXHF
LEVEL 14	CKJL
LEVEL 15	LFCK

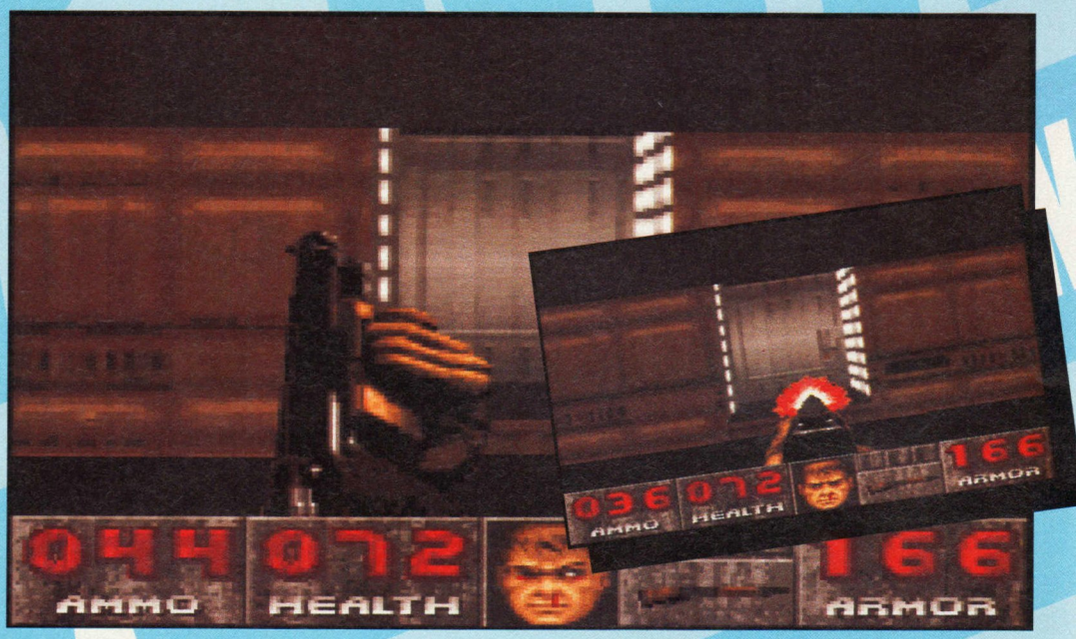
MORE KOOL CHEATS
MORTAL KOMBAT 3
SUPER NES ★★★★

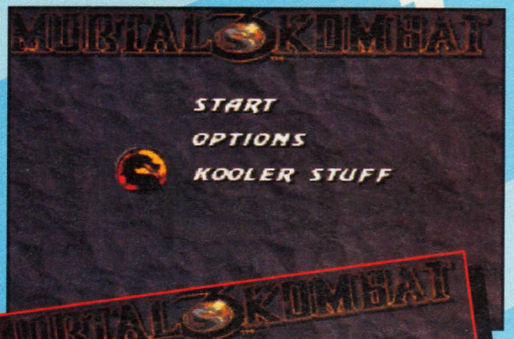
Lots of you have sent these cheats so it wouldn't be fair to single any one person out so cheers to all of you in Cheatsville for sending them in. All these cheats have to be put in on the Start/Options screen.

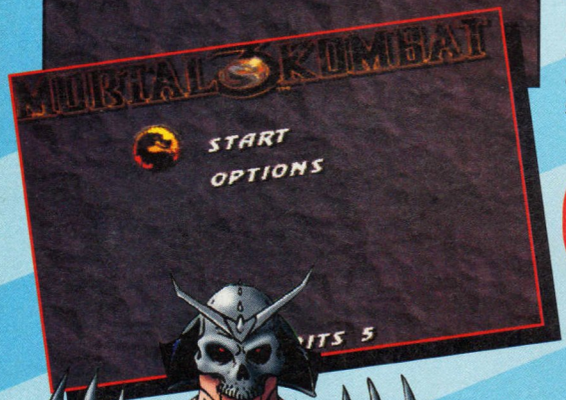
For the kooler stuff cheat which allows you to choose double health, damage, quick finish and a host of others, simply press Select, A, B, Right, Left, Down, Down, Up, Up.

For Scott's stuff that allows you to disable blocks, sweeps, combos etc, press X, B, A, Y, Up, Left, Down, Right, Down.

For a sound test press A, Y, B, X.







GET CHAINGUN ON TOXIN REFINERY
DOOM
SUPER NES ★★★★

Jack Newman and Adam Huntley have found a way to get the chaingun without having to hunt it down. Face the Start Door and fire the Shotgun shells until you run out. Then as if by magic the Chaingun will suddenly appear!

ACCESS CHEAT MENU
PRIMAL RAGE
SUPER NES ★★★

Thanks to Stuart Mawhinney for sending in this cheat. Go to the main menu and press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right. You can now set the Invincibility 1 hit wins free play and Turbo modes. To get alternately coloured character, press Y, B, X, A, at the same time when selecting your player.

EDIT AND DRAFT NEW PLAYERS
NBA LIVE 96
SUPER NES ★★★★

Following on from the Tip of the Month in our February issue, Michael Chadwick has sent in quite a comprehensive list of all the players that can be added and also put them in order of talent.

On the Option screen, go to the Roster Setup followed by Edit Player. Select the player you wish to edit and put in any of the following names.

1	Jordan	14	Maravich
2	Johnson	15	Cousy
3	Bird	16	Havlicek
4	Chamberlain	17	Archibald
5	Erving	18	Murphy
6	Barkley	19	Walton
7	Jabbar	20	Worthy
8	Robertson	21	Carr
9	Frazier	22	Martin
10	Thompson	23	Smith
11	Baylor	24	Lewis
12	West	25	Nelson
13	Mikan		

Stu[illegible]n a Nintendo game? Ca[illegible]e official hints and tips Hotline on (01703) 652222

LEVEL CODES
METAL MARINES
SUPER NES ★★★☆☆

For all of you that are struggling like hell with this game, you have Adam Shaw to thank for sending in all the passwords.

1	PNTM	11	TRNS
2	HBBT	12	RNSN
3	PCRL	13	ZDLP
4	NWTN	14	FKDV
5	LSMD	15	YSHM
6	CLST	16	CLPD
7	JPTR	17	LNVV
8	NBLR	18	JFMR
9	PRSC	19	JCRY
10	PHTN	20	KNLB

LEVEL SKIP
REN AND STIMPY
SUPER NES ★★★☆☆

Good old Kieran Crichlow for this level skip. On the Veediots screen, press L, R, A, L, R, L, B, R, X. An option for skipping levels should now appear.

LEVEL SELECT
ALADDIN
SUPER NES ★★★☆☆

Blimey it's Kieran again. This time this clever chappie has come up with a level select. Go to the Option screen and using controller 2 press, Left, Right, Start, Select, X, Y, B, A. You should hear a chime. Now go back to the Main Menu and there is an extra option. I'd take it easy if I were you Kieran, you don't want to over do it.

LEVEL CODES
UNIVERSAL SOLDIER
GAME BOY ★★★☆☆

The man with no name has been busy again gathering all the codes to save you slightly less talented players time by being able to pick the level you require.

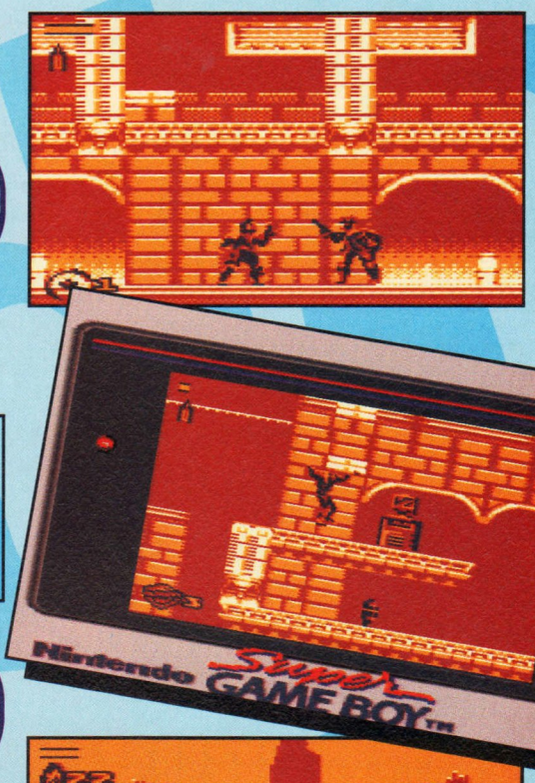
1	GPTJL	6	DFMWX
2	QWYRW	7	BCMVG
3	SMDBC	8	STBBH
4	FHFMB	9	TBGNT
5	NKVPZ		

EDIT LIVES, COINS AND TIME
WARIO LAND
GAME BOY ★★★☆☆

What a top boy Mark Hayden is for sending in this cheat. Pause the game and press Select 16 times. Now hold A and B and press Up and Down and you should be able to change your lives, coins and time.

LEVEL SELECT
JUDGE DREDD
GAME BOY ★★★★☆

What a star Nikki Boost is for sending in this level select. On the title screen, press B, Left, Right, Left, Right, A. Now away you go and skip levels to your hearts content.



LEVEL SELECT
PROBOTECTOR
GAME BOY ★★★☆☆

On the Title screen press, Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A. Thanks to Matthew Siddons for sending this level select into his favourite magazine. Well he wouldn't read anything else would he?

LEVEL SKIP
JURASSIC PARK
GAME BOY ★★★★☆

Michael Crichlow has it on good authority that this code allows you to skip levels and being the trusting chaps we are, we printed it for you guys. On the High Score screen press, Up, Down, Right, Up, Down, Left and Select. Now by pressing Start, Select, A and B, you can skip the level.

EARTHWORM JIM 2

PLAYER'S GUIDE PART 1

Sick of burying your worm-like head into the soil with embarrassment because of your inability to complete Jim's jaunts? Well, fret no more, grab hold of your worm-ring and let us guide you around the annalid's latest adventure!

GENERAL TIPS!

No, it's not a top punter in the military, it's just a few helpful hints that need to be observed at each and every moment:
(1) Don't even bother with the whip - it serves practically no use, although it does make an extremely nice noise!
(2) With the exception of Lorenzen's Soil the levels don't have time limits, so utilise the parachute when you're falling anywhere of any altitude.
(3) When snot-swinging hit the jump button and once airborne hit the button about a second before you need to produce mucus.

LEVEL 1: ANYTHING BUT TANGERINES

(1) At the top of the first group of branches you'll see a set of three snot sites on your left. Phlegm up and swing across them until you get the EXTRA LIFE. Now go back to the ledge you encountered previously and gobble up that HEALTH.

(2) Trek across the branches and eat up the PLANET BONUS. Now proceed through the mouth in the front of the tree.

(3) When you get to the point where you can see a waterfall in the background, jump up to get more POWER-UPS and just to the left is a rock-hard THREE-WAY MACHINE GUN.

(4) When you reach the Happy Oinkers pigpen pick up a pig and carry it across the platforms with you. When you reach the chute put the pig on it, then sprint to the bottom and pull the lever. This may seem a futile exercise but it lets you cross the water in safety.

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(5) After the continue, jump onto the right-hand ledge and look to your left. Use your snot to swing across onto the rope and you'll be able to access the extra GUNS.

(6) Before you jump on the stairlift have a little snifter at the passage on the left. Be wary of the high-speed ball that rolls back and forth though. It hurts!

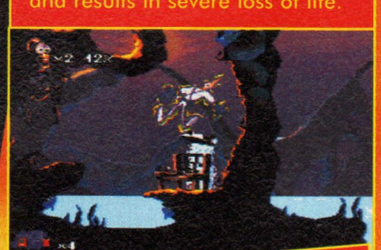
(7) When you come across a big geezer who throws balls at you don't try shooting at him. Instead, shoot at the roof above him and it'll crush him. Expect to suffer from double vision as there's another of these hombres just along the way. It's worth suffering the battle, though, as there's a couple more GUNS a little further on.

(8) At the stairlift the key to success is to move slowly until you see a falling granny. As she descends towards you accelerate and then slow up and wait for the next falling pensioner.

(9) After the teleport and the EXTRA LIFE remember to go to the other side of the teleport to pick up the GUNS.

(10) Now climb to the top of the waterfall and onto the other side of the water following the line of HEALTH BONUSES. At the end of the bonuses jump up to the right and collect the BLACK & WHITE TV. Guess what? Everything's in black and white now!

(11) At the ridge drop down onto the wall, as just falling down drops you onto an electric chair and results in severe loss of life.



(12) At the lake run left to collect a selection of goodies. Now head right to pick up the awesome THREE-WAY GUN.

(13) At first glance this seems a tricky section, but once you've sussed it out it's a cinch. All you need to do is pick up two pigs from the pen to lift the plug - just be sure you time your run as the high-speed ball does exactly as its name suggests.

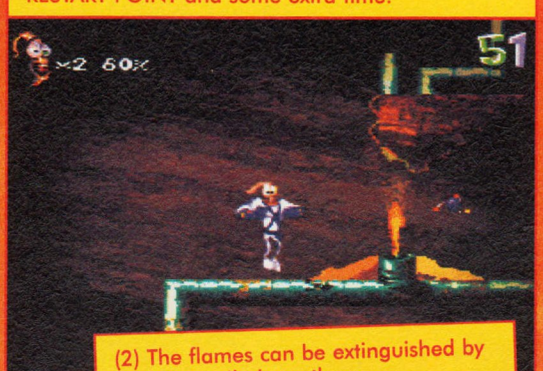
(14) Run over the invisible power-up and then go left to pick up more ammo. Now smile smugly and head for the level end.

LEVEL 2: LORENZEN'S SOIL

THINGS THAT MAKE YOU GO OOH!

- Keep on eye on the timer on this vast level because, once it runs down an avalanche of rocks crush Jimmy boy and reduces his health. However, the time available can be increased by jumping on or shooting the clocks. This has to be your priority at all times.
- Watch out for bizarre blobs and lobsters on this level. While both can be eliminated by your Soil Gun, the lobsters can take quite a few shots before they leave this mortal coil.

(1) At this wall shoot upwards and the soil that falls from the ceiling will mount up and you'll rise. Continue up the wall and you'll dig up a RESTART POINT and some extra time.



(2) The flames can be extinguished by shooting soil above them.

(3) Use your snot swing to climb up the platforms and there's some goodies waiting. A small opening leads to an EXTRA LIFE. Now return back past where the flames were.

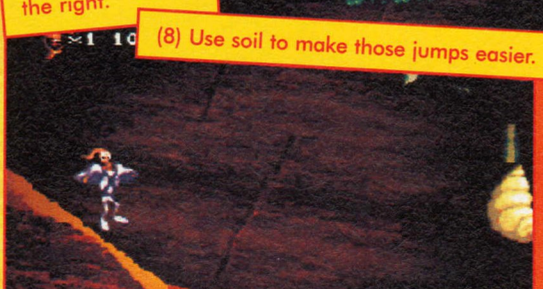
(4) Shoot the sand to raise yourself closer to the snot swing and make it easier to make the jump.

(5) After the TIME BONUS and RESTART POINT pick-ups there's EXTRA HEALTH up and to the left if you so desire.

(6) Dig in a zig-zag motion until you reach a cave full to the brim of lobsters. Head left and it's power-up city. Going directly up takes you to the CONTINUE. Use the green platforms to help keep on the right route.

(7) This large location has loads of goodies off-screen, above you and to the right.

(8) Use soil to make those jumps easier.



(9) Ignore the blobs and concentrate on shooting the larvae monster. His death signals the end of this tricky level.

LEVEL 3: PUPPY LOVE

DOG-EARED ADVICE...

● There's not too much in the way of massive tips for this level. The basic object is to bounce the puppies from left to right with the dual objective of keeping them alive and blowing Psycrow away with a bomb that Peter Puppy

(BELOW) You'll seehe darker side of Peter Puppy if you drop too many puppies.

(1) Keep your back to Psycrow and you'll be able to bounce the puppies.

(2) If you hear Psycrow throwing puppies off-screen to the left, stand precisely where you are and they'll hit your drum.

(LEFT) Poor Jim looks like he's dog tired of bouncing puppies.

(3) Make sure you get those tokens to Peter Puppy as they'll be useful at a later date.

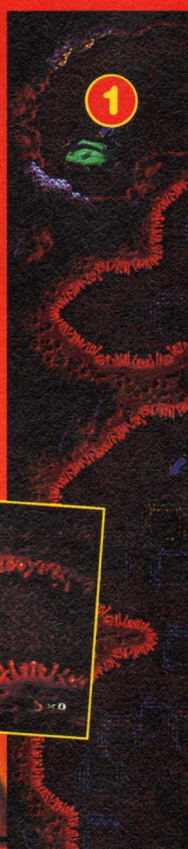
LEVEL 4: VILLI PEOPLE

GENERALLY SPEAKING...

● Keep yourself perpetually suspended by gently tapping the jump button.
● Although the level advises you which way to go, it's worth trying the other route as there are goodies to be found all over the level.

(1) A PASSWORD TOKEN lies in wait here.

(2) Follow this small passage and when the light begins to fade you should come to the token.

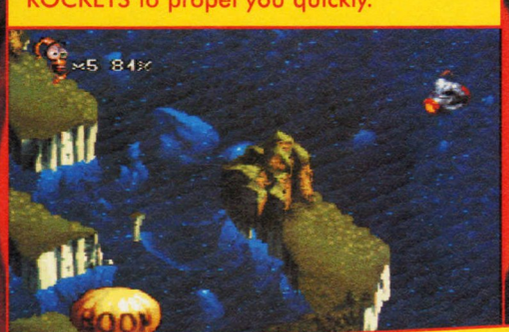


LEVEL 5: FLYING KING

DOGGY DOINGS

● The basic premise of this level is to bounce the balloon down to the end-of-level-boss and then to shoot the balloon to explode the bomb.

(1) Leave the bomb where it is for your first strafing run and use the BOOST ROCKETS to propel you quickly.

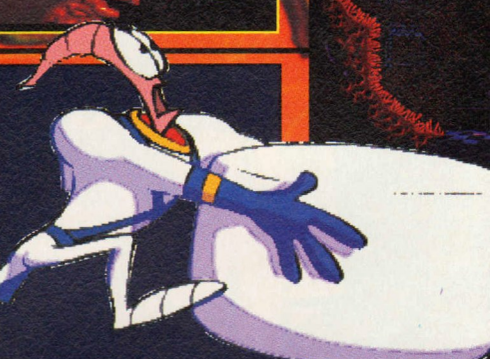


(2) Scour the edges of the level for all the PASSWORD TOKENS available.

(3) The catapulting pigs can be killed by shooting the boulder, but to ensure success you must keep it on-screen.

(4) The BOOST ROCKETS sit in the top-left corners of each screen.

(ABOVE) Now you've made it to the end all you've to do is blow your hot-air balloon up.



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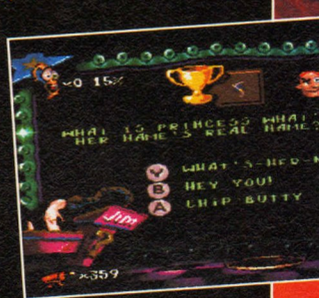
QUIZ NIGHT

● After you've wormed your way through Villi People, the gameplay takes on a cerebral angle. You'll be much too knackered to use your noggin, so here are all the answers:
What's What's-her-name's real name? -What's-her-name.
When's Jim's birthday? - Today.
What colour is Jim's red gun? - Hit the 'A' button on your pad.
How does Jim spell his first name? - miJ.
Can you rub your tummy and pat your head? - Simon didn't say so.
Does Jim speak German? - Ja.
Can Jim tie himself in a knot? - Probably.
What's Doc Duodenum's fave cheese? - He's allergic.



LEVEL 6: PUPPY LOVE 2

● There isn't too much information that can be given away about this level aside from the fact that you're going to have to use Jim's special dive move to rescue all the puppies. Otherwise be prepared to lose lives and end up throwing yourself under a passing milk float!

LEVEL 7: UDDERLY ABDUCTED

PULL THE UDDER ONE...

● The general premise of this level is to collect the cows before they're abducted by the alien. Your task is to deliver them safely to the cowshed where they give milk to open the gates.
● The level comprises of four sections, the first requiring one cow, the next needing two and the last two asking four cows each of you. Keep calm as this level is bloomin' frustrating!
● It's a lot quicker to jump everywhere when carrying a cow.

(1) Swing up onto the snot patch here and receive an EXTRA LIFE for your efforts.

(2) Drop down this hole and throw yourself into the wall. After a couple of bashes you should find yourself in a secret cavern. You'll find a better gun and some EXTRA HEALTH, but beware of the gap in the floor to jump to the teleport.

(3) There are goodies of a gun type waiting on this ledge.

(4) At stage two you'll need your snot swing to go through this wall. Power-ups await you on the other side.

(7) Once you find the first cow the flower will transform.

(8) At certain points you can't quite get your cow up a ledge, allow one of the aliens to abduct your cow. When they they've done all the graft, whip 'em and the cow will fall roughly onto the platform where you'll need it.

(ABOVE) More cows in cowsheds having their udders tweaked until the milking-machine's weight forces the gate open, allowing Jim through and onto the next level.

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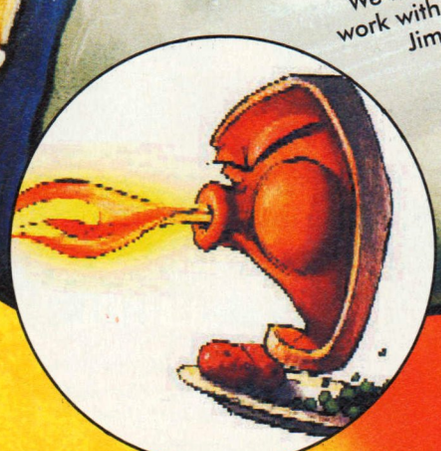
(5) Once the cow is in position its eyes light-up as milk is drawn from its udder.

(6) Any cows that start to sizzle need dipping in the bathtub to stop the smell of bacon.

NEXT MONTH: WIGGLE IT - JUST A LITTLE BIT!

We help you worm your way out of any real work with the next part of our in-depth dig into Jim's soil-swallowing extravaganza!



SUPER MARIO WORLD 2 YOSHI'S ISLAND

PLAYER'S GUIDE PART 2

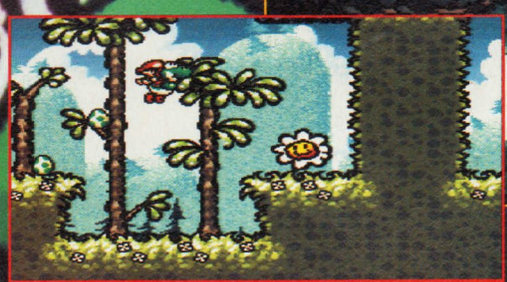
Off we go again with the second instalment of our three-part guide. By now you have obviously all got 100% on the first world – if you haven't, well, quite frankly I don't know what to say. One thing to bear in mind is that only the harder-to-find bonuses are revealed in this guide (well, you have to do something on your own, otherwise how can you take the credit) so here are a few tips which hold strong for the remainder of the game.

(1) Always bang down the wooden stumps – quite a few red coins can be found under these.
(2) Always walk to the ends of bonus ledges, even if you pick up something early on.
(3) Shoot all the winged clouds – the majority of the time they produce time stars or reveal flowers.

2| VISIT KOOPA AND PARA-KOOPA

At the start of the level, go down the first green pipe. Walk into the star which shrinks Mario and turns Yoshi into a large egg and follow the course round to the finish where you receive a flower.

Go down the second pipe and use Poochy the Dog. Press the direction pad in the direction you want to travel. Make sure you jump off his back to get over the final ledge otherwise you fall onto the spikes as he runs off. At the end of the section there are some red coins to collect.



Once past the half-way point, work your way to the top of the screen using the Tetris-style platforms that fall down. At the top, walk right until you see a block that gets filled in with a similarly styled Tetris block. Jump over this and dash to the right and collect the flower before it too gets covered by a block.

Finally use the falling blocks again to collect the last of the red coins before making your way to the exit.

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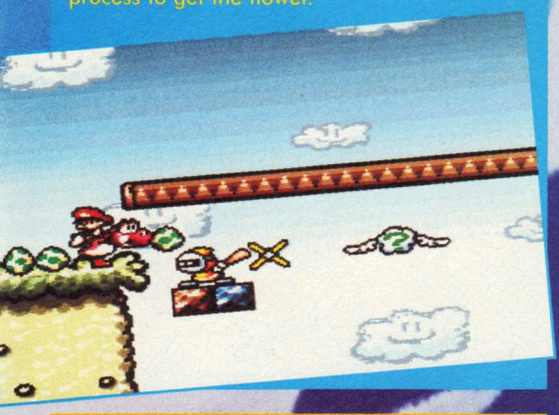
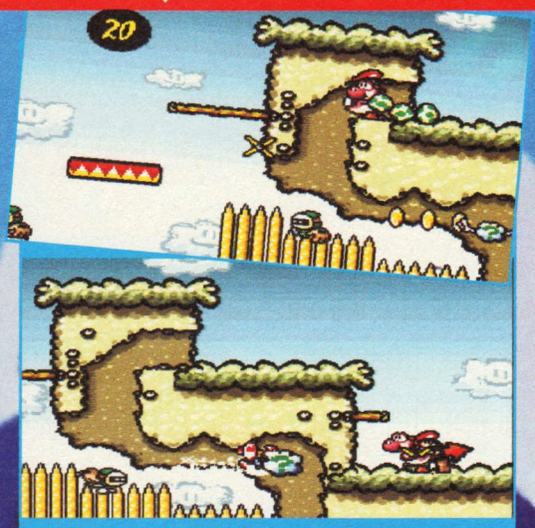
2.2 THE BASEBALL BOYS

The first tricky part comes just after the halfway point. Walk to the right until you come across the mini baseball batter with the floating cloud behind him. Stand close to the ledge and Yoshi can just about fire an egg over the top of him and hit the cloud. Repeat the process to get the flower.





Keep walking right and after jumping off the moving ledges you come across a mini baseball pitcher at the bottom of a platform. Fire an egg down the gap so the pitcher catches it and, as he does so, drop off the platform to the right and wait until he launches the egg at Yoshi. The egg cannot go through the platform but it hits the coins and adds them to your total.

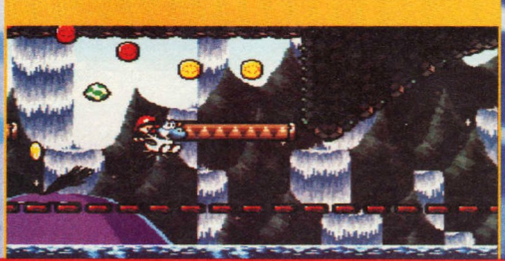
Enter the next section and immediately begin to explore the large platforms. Some of them open up as Yoshi approaches them. There's a flower, some red coins and some time stars in this section.

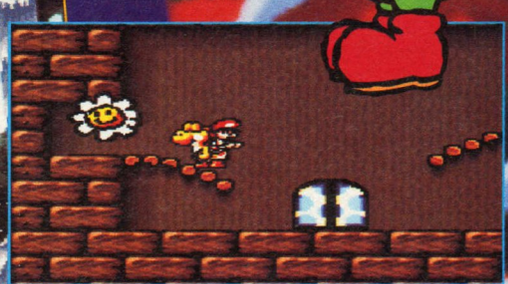
As Yoshi reaches the large red flower, drop down the gap and fire an egg at the coins at the top of the screen. If it's an accurate shot it should fire off the wall round the back of the baseball player and hit the last of the red coins. Repeat the same process of firing an egg diagonally off the wall a little further on as you approach the large red nasty with the gap just below.

2.3 WHAT'S GUSTY TASTE LIKE?

The first section is pretty straight forward, with three red coins and two flowers to collect. Enter the second section and take Yoshi to the bottom left corner and knock out the crumbling wall to reveal a red switch. Before jumping on the switch, there's a flower at the top of this section. Now jump on the switch and fall down the gap where the arrow appears. Once in the hidden section, run to the left to collect the remainder of the red coins.

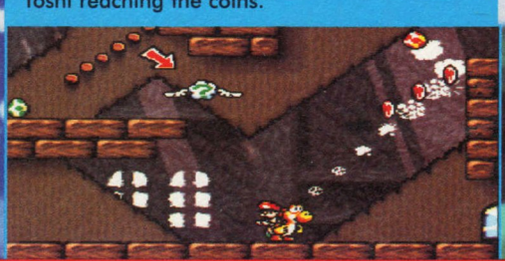
As Yoshi enters the final part of the level and jumps to the top of it using the spring, walk to the left for the final flower.



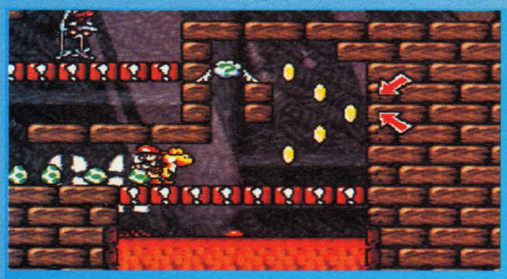


2.4 BIGGER BOO'S FORT

The first section is plain sailing with nothing hidden. As Yoshi walks through to the second section you should see three coins going up in a diagonal line. Make sure you hit these with an egg before hitting the winged cloud. The cloud reveals a hidden stairway which stops Yoshi reaching the coins.



Before heading up the stairs, walk through the door to the right. Pick up the four eggs and face a wall, making Yoshi turns his back on the two ghosts. As they race towards him, fire egg at them. Once they are destroyed, a hidden flower appears.

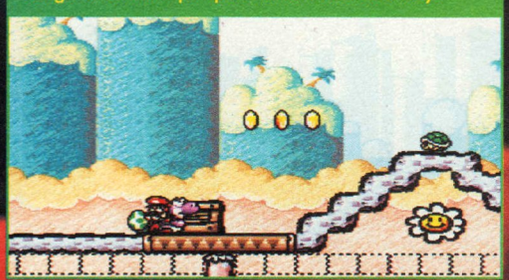


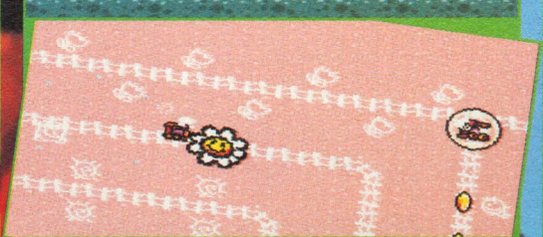
Head up the stairs and walk to the right. Jump on the red switch, drop down and walk right. Fire an egg at the lower arrow which should rebound up and back to the left and hit the cloud revealing a key. Walk back to the left and enter the locked door for a flower and red coins.

The last flower can be found in the section after crossing the lava. Look at the wooden panels on the roof and about halfway through you should see one that appears to be loose. Hit it with an egg and it disappears. Jump through the gap, walk to the left and enter the door. Once inside the dark section, hit one of the ghosts a few times to reveal a red switch. Jump on the switch and use the red platforms to get the flower in the top left hand corner.

2.5 WATCH OUT FOR LAKITU

Walk right until Yoshi comes across a wooden box, but do not jump on it immediately. Instead slide it to the right and place it on the wooden ledge and then jump on it to receive a key.



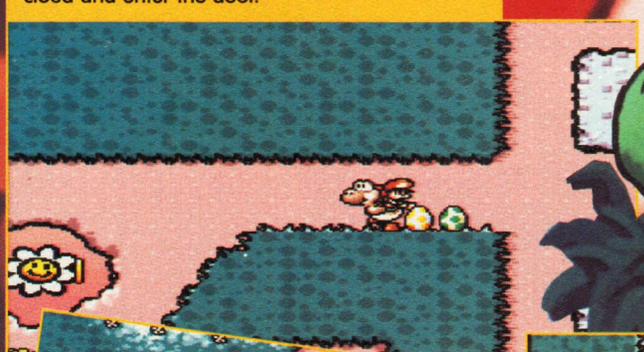


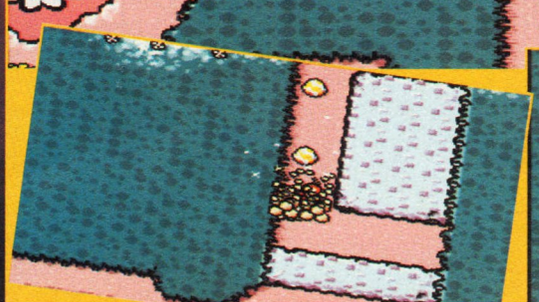
Walk right and enter the locked door which takes Yoshi into a morphing section which turns him into a train. Follow the track round to the top right and receive a flower.

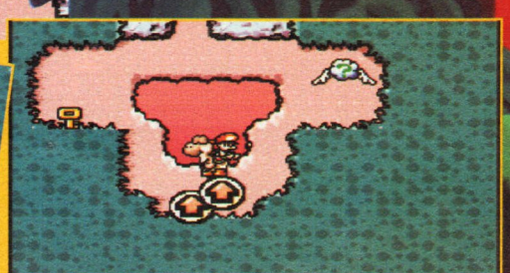
The final section of this level is more frustrating than hard. Try to keep eggs with you at all times and take out the hovering enemy in the cloud the moment he appears. Knock down all the stumps and keep your eye in the sky for the red coins being carried around. Make sure you collect these quickly as the Shy Guys disappear after a while.

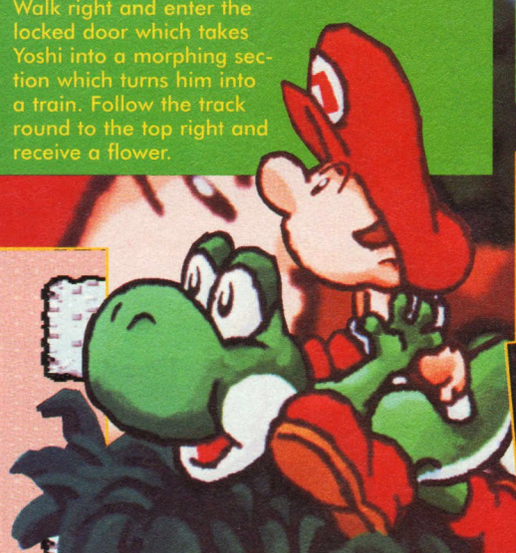
2.6 THE CAVE OF THE MYSTERY MAZE

Smash through the first wall making sure Yoshi explores the first two passageways on the left hand side. After walking out of the second passageway, drop down and enter the passage to the right. Use the spring to reach the three coins. Now make your way to the bottom of the section to collect more red coins and a key. Jump up to the first passage on the right, shoot an egg at the cloud and enter the door.

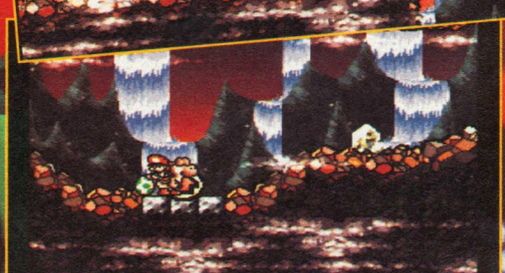








Walk right until Yoshi walks onto three grey stones. Fire an egg directly above and a spring falls down. Bounce on this and Yoshi can jump up to a couple of higher ledges and find a flower. Jump up to the next level and walk left. Fire at the arrow cloud and watch it as it blasts off and finds a flower.



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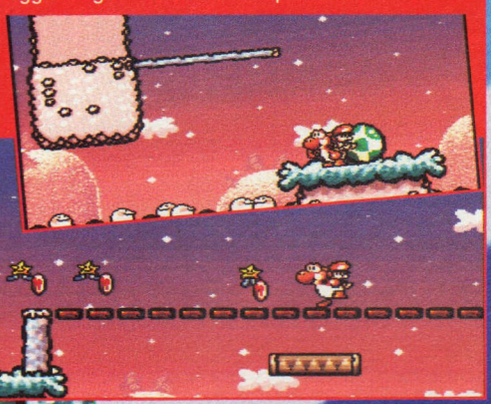
Walk left and drop down so Yoshi is back at the start of the level. Continue to walk right until you see a large grey block above your head. Fire an egg to reveal a door. Walk through and kill the four enemies to receive four coins and a flower. Exit the door and walk to the bottom right corner and jump on the spring. Jump to the top right for the final three coins.

2.7 LAKITU'S WALL

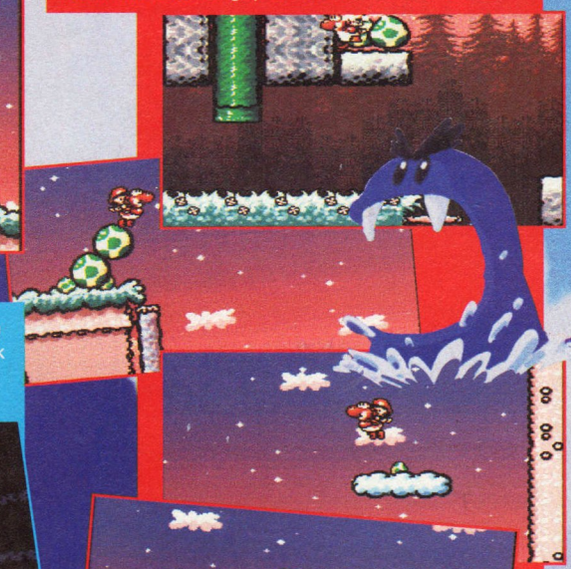
At the start of the level, make sure Yoshi eats the Large baddie to receive a giant egg. The large egg is similar to a smart bomb removing all the nasties on the screen. Walk left to the two coloured blocks using them as a platform to take Yoshi to the top right corner. Collect the flower and jump across to the two stumps. Knock these down for a red coin before hitting the cloud above to reveal a bridge. As Yoshi walks across, three Shy Guys appear carrying red coins. The easiest way to collect these is to fire the large egg and get the coins to drop down.



Drop back down to the lower level and walk far right to the large cannon. Knock down the two stumps to the right. This gives you two red coins and allows Yoshi to enter the secret door. In the secret section, take Yoshi to the far left, past the exit and jump up on the ledge for a flower.

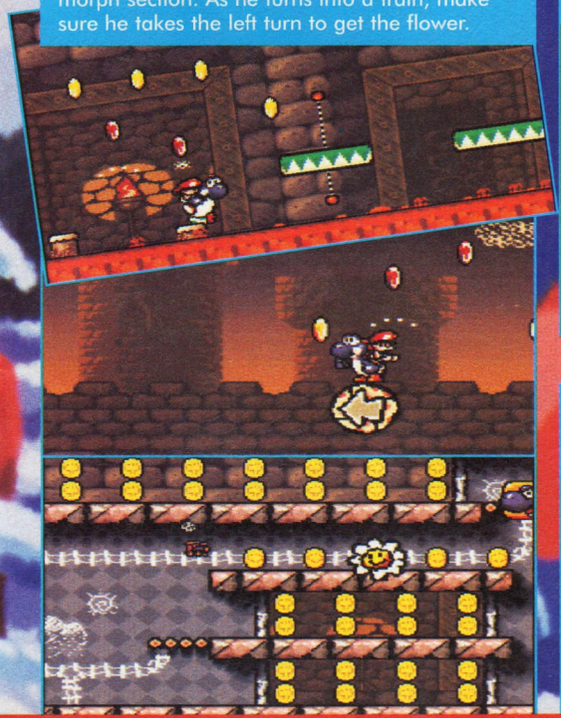
Walk through the second continue ring and walk right to the numbered platforms. Stand on the fourth platform and shoot at the yellow crumbling block. Jump up and walk right to receive the last flower.

Exit the bonus section and go down the pipe to the left to find two red coins which are hidden on a higher ledge at the end of the section. Enter the next area and use the spring to bounce up to the cloud. Jump right to another cloud and continue jumping left until Yoshi reaches a green platform. Walk to the right and a cloud appears which reveals a red switch. Jump on this and enter the bonus section. In the bonus section, fall down the second gap on the left for the flower.

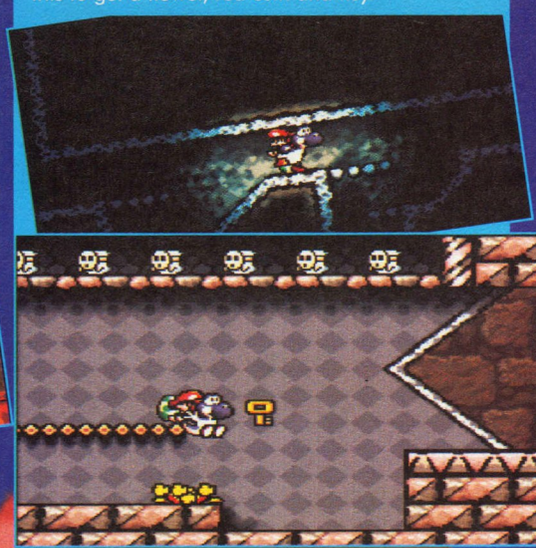


2.8 THE POTTED GHOST'S CASTLE

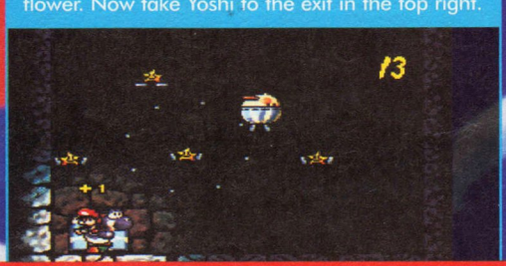
The first part of this level is quite simple, but be careful jumping on the stumps floating on top of the lava. Yoshi should leave this section with 6 red coins and a flower. Enter the second section,jump on the rotating arrow and make your way to the top left, collecting the three red coins before entering the pipe. This takes Yoshi into a morph section. As he turns into a train, make sure he takes the left turn to get the flower.



Enter the dark section, walk right and drop down the second gap for a red coin. Jump up and walk back to the left and down the first gap. Follow this to get a flower, red coin and key.

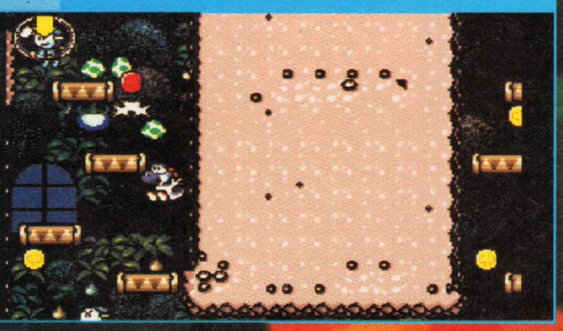


Enter the locked door, walk to the right and drop down the first gap. Kill the two fatties to receive a flower. Now take Yoshi to the exit in the top right.

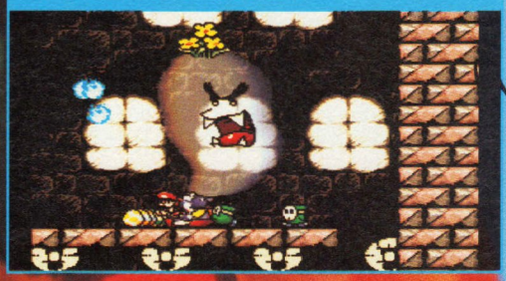


Exit the bonus level and drop down the large hole. Just before leaving the section, hit the pink and white block to enlarge it. Jump onto it and fire an egg up the gap to get the last flower.

Watch out for Bandits in this section. The walls open up when Yoshi jumps towards them. The remaining four coins are hidden in this stage. Now it's off for the final battle in World 2, The Potted Ghost himself.

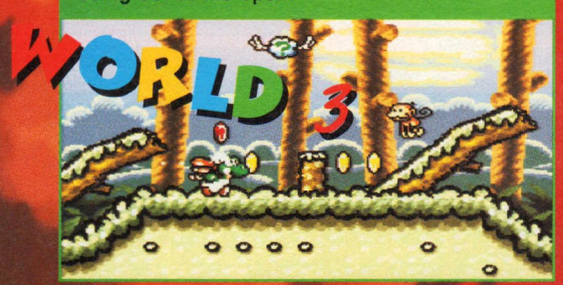


This is one of the easiest bosses to kill without being hit. Simply take your time pushing the pot towards the gap. Every time he fires out the clouds from his mouth, walk back slightly so they hit the ground and disappear. Keep repeating this process and he should fall off the end after a few pushes.



3.1 WELCOME TO MONKEY WORLD

World 3 starts simply enough with Yoshi working his way through the level with very little to find. The majority of the red coins are found by banging down the stumps with the rest being out in the open.



The only flower that may be missed is after the water section. Yoshi has to make his way up using the wooden platforms which are hanging off the vines. Go up the right hand side and shoot the winged cloud about halfway up.

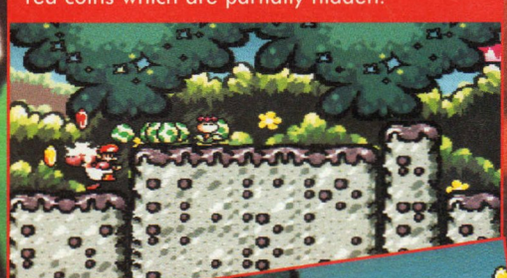
Walk right past the group of monkeys that are swinging together in the trees. Stand on the purple platform and the flower is directly above.

3.2 JUNGLE RHYTHM

Again, this level is not too tricky – it's just a matter of exploring the level carefully. If you reveal the red switch and enter the bonus section, make sure after exiting you walk back to the left and collect the flower.

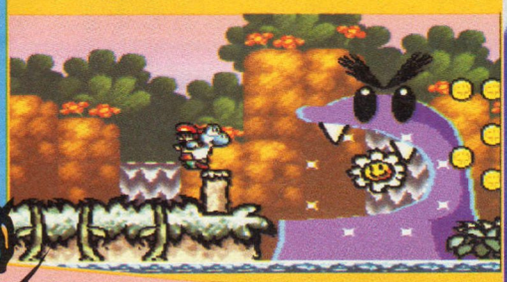
Go through the continue ring and jump onto the rotating platform. The route out is to the top right but first go to the top left and hit the platform that moves vertically. Jump on this and collect the red coins.

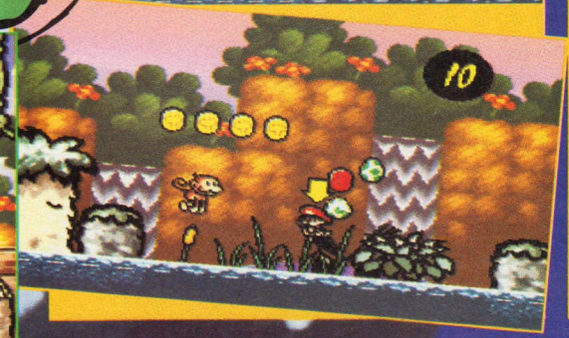
Once at the top, walk past the plant which shoots out eggs, collect the two red coins and jump on the rotating platform. Wait until the platform carries Yoshi into the trees and jump to the left. Yoshi enters a hidden section. Look carefully through the trees and collect the four red coins which are partially hidden.



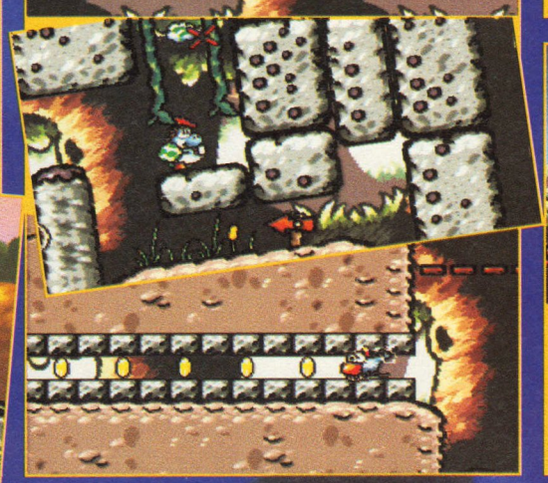
3.3 NEP-ENUTS DOMAIN

The first section is relatively simple, although make sure you collect the two red coins which hover over the third section of water. Fire an egg into the mouth of the big blue baddy to make him submerge for a few seconds. The section is again made up of the same thing with the coins in slightly more tricky places. A good tip is to arm Yoshi with a full supply of eggs and hit them rather than trying to jump into the water to get them. There are six coins to collect in this section. Go through the continue ring and exit the section.

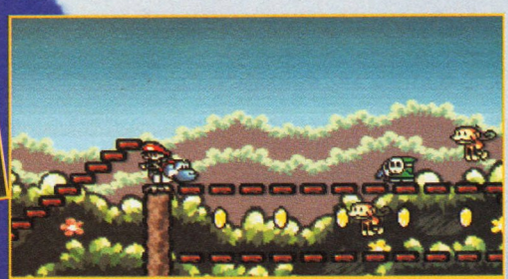




Walk through the muddy part and onto the red bridge. Do not shoot the winged cloud to the right of the bridge. Instead jump off the bridge to the right, keep hovering and land on the platform to the right of the helicopter morph. Collect the coins and shoot the winged cloud to reveal a door. Kill the baddies and receive a flower.



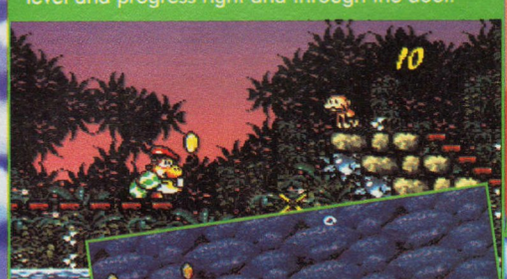
Now use the helicopter and fly back to the left, just above the water, and enter the small gap filled with coins. Enter the door, morph into the submarine and make your way to the right. There is only one red coin to collect in this section and it can be found to the left of the first rotating ball. Once the coin has been collected, carry on to the right and morph back to Yoshi.



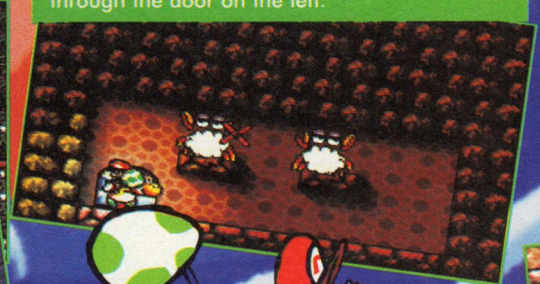
The rest of the level is just a matter of keeping your eyes peeled as nothing is actually hidden. To get the last coin, continually bang on the stump to the left of the steps and platforms. You should already know this but it doesn't hurt to refresh your memories.

3.4 PRINCE FROGGY'S FORT

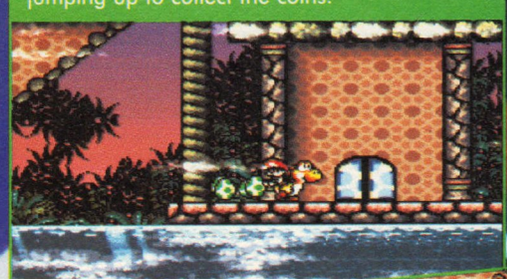
Walk along the long wooden bridge and shoot at the spikes on the wall to reveal a door which takes Yoshi into a submarine level. There are two coins to collect next to the rotating ball. Exit water level and progress right and through the door.

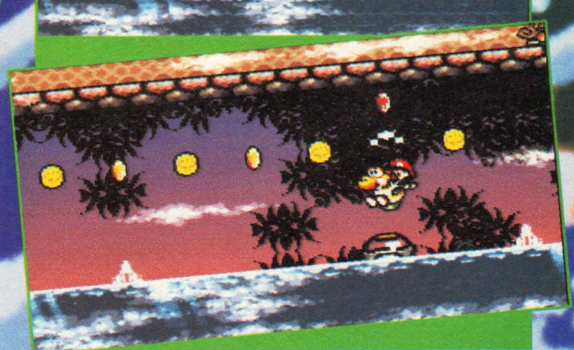


Continue walking right, collecting two more red coins, and enter the first door. Stock up with eggs and jump right again collecting red coins and go through the second door. Kill the clawed nasties by hitting them with three eggs each. Now leave this section by going back through the door on the left.



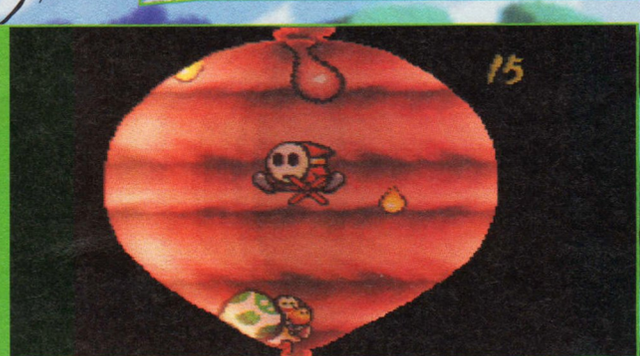
Keep going right, collecting a flower and coins, and go through the next door. Jump in the bucket and push Yoshi through the water, jumping up to collect the coins.





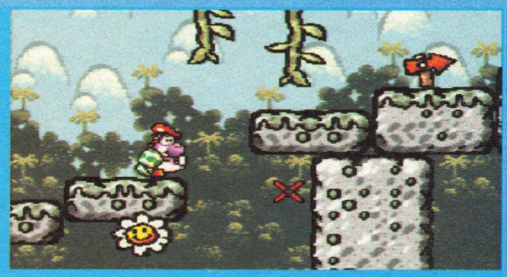
When Yoshi arrives at the spikes with the missing bridge sections, shoot the first two winged clouds to make them appear. Walk to the end of the section so Yoshi is just hanging over the edge and fire an egg to get the flower. The rest of the level is pretty straight forward with only one more flower to collect. The difficult part is killing the boss without getting hit.

To begin with stand on the far right or left to shoot. After four hits objects begin to fall in the corners so Yoshi has to start to move about. Now stand directly in the middle, making sure Yoshi sends his tongue up to collect the enemies. Remember that if an object touches Yoshi you can't get 100%, so take your time. Every time a blob hits the ground it disappears so there's always a safe place to stand.



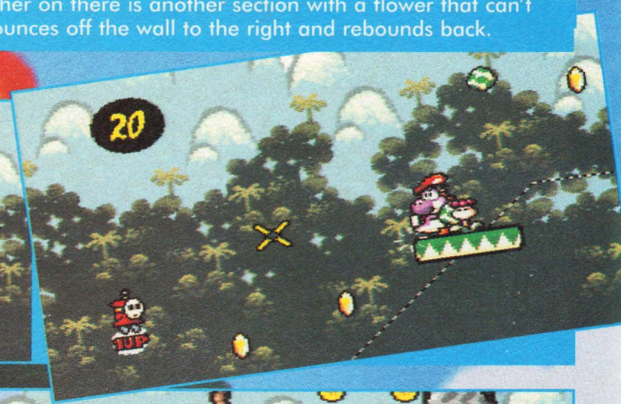
3.5 JAMMIN' THROUGH THE TREES

The first section gives you plenty of opportunities to stock up with eggs and fire at the monkeys. Take your time in this section making sure you leave with four red coins and two flowers.



After crossing the spikes using the rotating platforms, Yoshi comes across a flower which Yoshi cannot reach. Eat a watermelon and drop down so Yoshi's mouth is in line with the gap and spit seeds through it to hit the flower. Fractionally further on there is another section with a flower that can't be reached. This time shoot an egg so it bounces off the wall to the right and rebounds back.

The last section again begins quite simply although Yoshi needs to float across some small ledges to get the remainder of the coins. When Yoshi reaches the arrow pointing to the left, walk back to the first tree and jump on top of it. Now work your way across the higher blocks. When Yoshi lands on the slightly longer platform, the one with the second tree, drop down to the right. Once again Yoshi has to bounce an egg off the wall to receive the flower.



Walk through to the next section and jump on the first two trees. Now drop down the gap to the right and land on the spring. Bounce back to the left and enter the lower pathway. Jump up and reveal a cloud containing a red switch. Jump on the switch to reveal some blocks which allow Yoshi to jump on the moving platform. There are no bonus items to collect in here but there is the chance to receive some 1-ups so we thought we would share them with you.

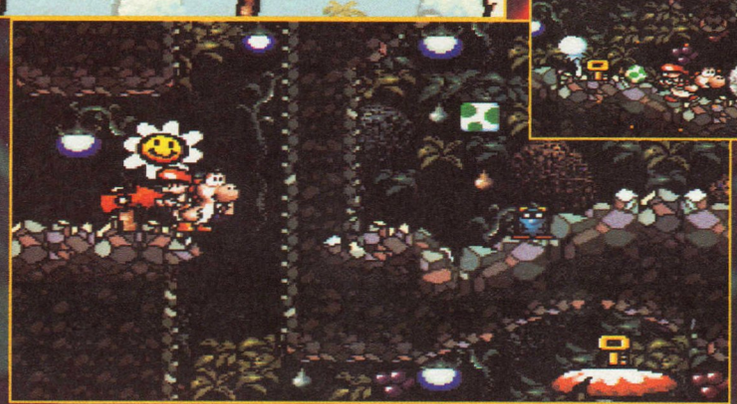
3.6 THE CAVE OF HARRY HEDGEHOG

At the start of the level use the treetops to reach the higher platform to the right. Collect the red coins before entering the cave where a flower instantly greets you. Drop down and, before using the spring to take Yoshi to the higher level, walk right and collect the key.

After collecting the key, jump on the spring and bounce to the higher level. Shoot the winged cloud to reveal a stairway and go up and collect four more coins and a flower. Now drop down and walk right. Push the rock and follow it to the bottom where Yoshi has to use it as a ledge to reach a platform.

At the top of the platform, walk left and shoot the winged cloud which produces a large sunflower. At the top, go left and collect the two red coins between the mole tank morph. Now jump into the tank and follow the path to collect four coins and a flower.

Once Yoshi has returned to his normal state stay at the top of the screen and work your way to the right. Collect another flower and the remainder of the coins.



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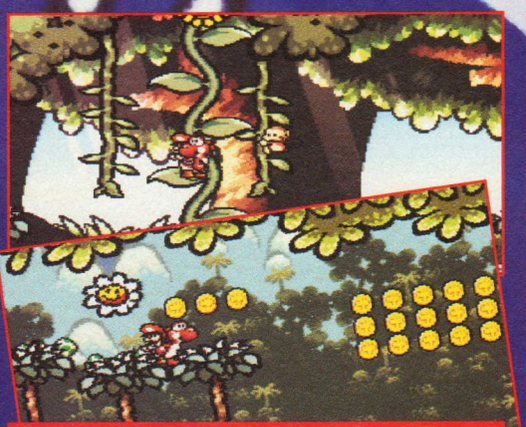
Now drop down and walk along the bottom to the last green pipe. Jump on the red switch inside the bonus section and run to the right collecting the golden coins. Jump on the second switch collecting another batch of coins before reaching the last flower.

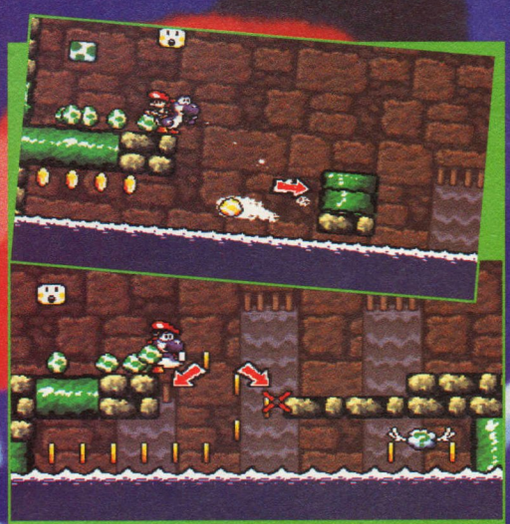
3.7 MONKEYS FAVOURITE LAKE

Jump across the starting water section and collect a flower before reaching the set of rock platforms. Shoot the cloud to reveal a red switch and drop down the gap to the left. Morph into a submarine and collect five red coins before returning back to normal.

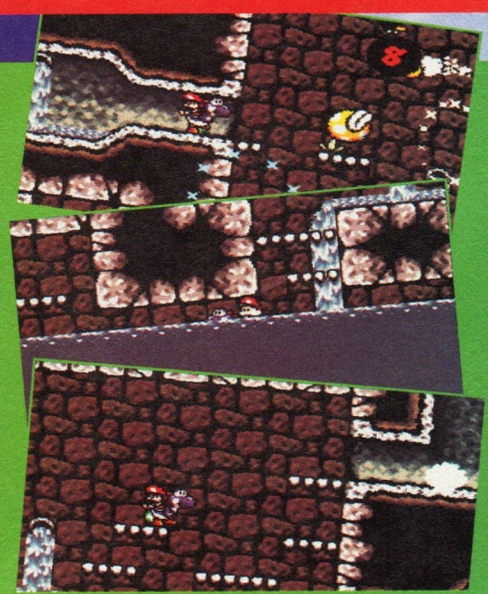


Enter the next section and stand to the left of the two vines hanging down with the cloud in the middle. Shoot the cloud to reveal a sunflower. Climb the sunflower to enter a bonus section. Follow this to the right for five coins and a flower.

When Yoshi comes to the water section, use the platforms until he gets to the grey rocks. Swim under this platform to receive a flower and play the bonus game.



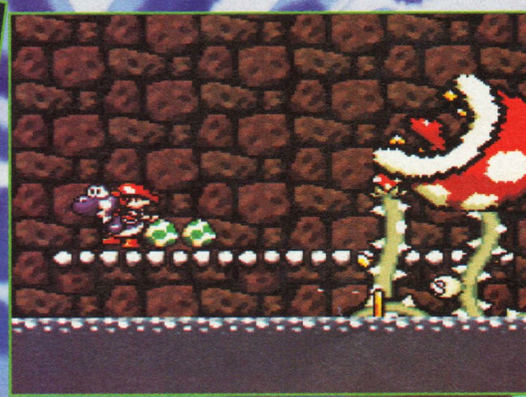
The easiest way to get the coins and flowers in the second section is to fire eggs at the walls so they rebound back and hit them. This technique can be used for the whole section.



When Yoshi reaches the first green nasty, kill it and drop into the water. Swim back to the left and follow the bottom route back as far as you can go before jumping up on the ledges for some coins. Head back to the section where the green nasty was and take the top right route for a flower before exiting the section. Nothing else is hidden so work your way to the end, looking for the final coins and flower.

3.8 NAVAL PIRANHA'S CASTLE

Drop down into the castle. Keep on the top level and walk to the far right for the first flower. Walk back to the left and drop all the way to the bottom and take the route to the left for a couple of coins.



To kill the boss wait until he comes right out of the water. This will reveal the plaster on his neck. Fire an egg off the wall so it rebounds back and across the top of the water.

NEXT MONTH: THREE'S A CROWD

Stay tuned as Yoshi and Mario delve deeper into Yoshi's Island to bring you the final three worlds.

PLAYER'S GUIDE PART 2

DONKE COUNT DIDDY'S KO

So, you've utilised part one of our comprehensive Diddy's Kong Quest guide to the max and now you're totally stuck again! Well prepare to be released from the agonising despair that racks your soul to the core with part two of the best guide to simian side-scrolling in the jungle!

KREM QUAY
WORLD 3 - LEVEL 1

Have your wits about you with these new cannon barrels because there's only a short amount of time to position yourself before it blasts you out.

Once you've reached the cannon barrel jump inside and launch yourself into the bottom left corner. From here you can acquire your rendered rhino friend, Rambi.

To collect the Banana Bunch Coin you must have Rambi. Fire yourself out of the cannon barrel and Rambi will take out the Zinger, enabling you to grab the coin in relative safety.

WORLD 3 - LEVEL 2

At the start of the level swim through the gap between the boxes above you to find a hidden bonus room!

To obtain the DK Arcade Coin you must reach the No Animals sign with Rambi. He'll vanish leaving the coin for you.

When you reach the two Kloaks throwing out Click-Clacks kill them and you'll collect the Letter N in KONG.

To retrieve this coin swim through the gap in the upper right-hand corner. Now move through the crates which are above the chest containing banana skins.

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Y KONG TRY 2 NG QUEST

WORLD 3 - LEVEL 3

At the start of the level walk right and pick up the DK barrel. From here walk left with the barrel until you reach the two guarding Zingers. Throw the barrel at the highest Zinger and continue your journey by jumping over the remaining two.

Keep still and pick up the chest. Now jump up and throw the chest at the Zinger furthest away.

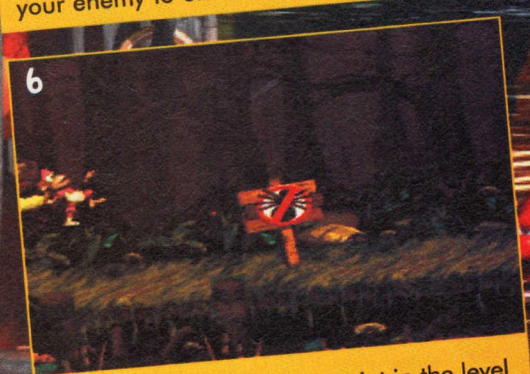
To find the Hero Coin get to the entrance of the hidden bonus level. Now **DO NOT** enter the bonus round! Instead swim above the entrance. You'll now find yourself in a room containing bananas in the shape of the number three. To retrieve the Hero Coin move to the top right-hand corner and swim through the boxes above. The coin should now be visible.

Run underneath the other Zinger and helicopter-spin using Dixie. Spin to the left to avoid the swamp.

At the secret bonus entrance swim through the crates in the top-left corner to find two Banana Bunch coins.

To collect the Banana Bunch Coin, pick up your partner and throw them into the air. Now move Diddy and Dixie between the guarding Zingers.

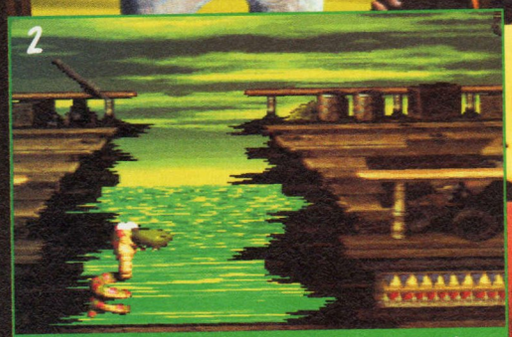
Once in the middle of the screen throw your companion to the left again to retrieve the chest. Now throw the chest at your enemy to unlock the Arcade Coin.



When you've reached this point in the level throw either of the platforming primates vertically up to enter the bonus barrel.

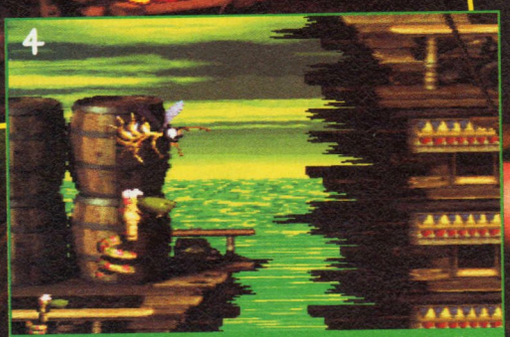
WORLD 3 - LEVEL 4

At the start of the level jump towards the top left-hand corner. Hidden here's the cannon barrel that will blast you to another bonus barrel.



Jump down this section of the ship and from here move to the left of the hull to find a hidden bonus area.

When you're on this barrel use your super-jump to enter the second bonus barrel which is directly above you.



At this point jump right to enter the hull of the boat and move right to find the next Hero Coin.

WORLD 3 - LEVEL 5

To collect the letter K in KONG pick up your partner and throw them at the letter. Now repeat the process to gather other objects that are out of your reach.

To collect the Hero Coin you must have both Diddy and Dixie. When you reach the exclamation mark barrel, throw your partner in the air to smash it. Now swim right and underneath the goal platform. Below this is the Hero Coin.

WORLD 3 - LEVEL 6

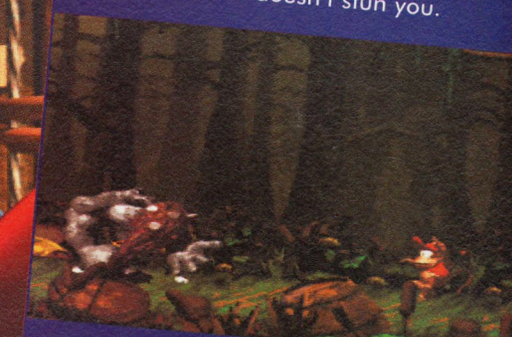
Just after the continue point you'll find yourself just left of a DK barrel. Fire yourself straight up into the air to collect the letter N in KONG.

Once you land on this platform beware of the Klampon to the left. Wait for him to walk at you and then jump on him.

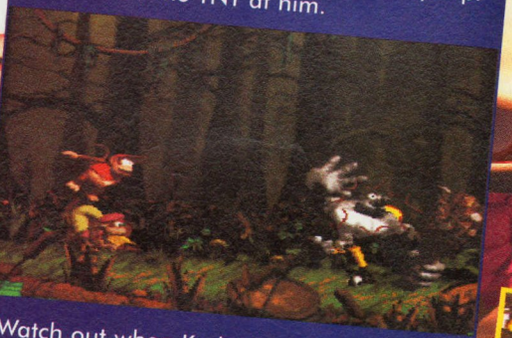
When you've reached the goal platform throw your partner into the cannon barrel above. **DO NOT** shoot yourself at the target! Instead fire Diddy left or your partner will be lost when you land, so look sharpish about it. Now jump into the cannon barrel to your left and shoot yourself vertically up.
Jump on to Squawk, fly left and keep moving until you see the Hero Coin.

KUDGEL BOSS

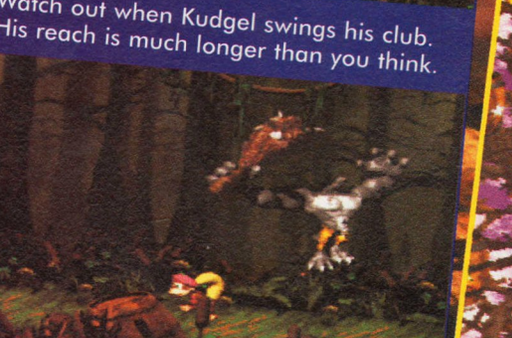
After the boss has jumped into the air you must quickly jump just before he lands so that he doesn't stun you.



Once the boss has completed three jumps he'll swing his club and perform a small hop. When he does this a barrel of TNT will fall down. Pick up the barrel and wait for Kudgel to perform another jump. Now throw the TNT at him.



Watch out when Kudgel swings his club. His reach is much longer than you think.



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KRAZY KREMLAND WORLD 4 - LEVEL 1

At the start of the stage jump onto the hook above and keep moving upwards until you reach the secret cave.

1

2

At this first section travel up the honey wall to the left to gain a Banana Bunch coin.

3

In this part of the level keep travelling up the right side of the block. Once you reach the top there will be a chest containing bonus lives.

4

At this location look out for a second hook. Then keep moving upwards until you meet your friend Squitter.

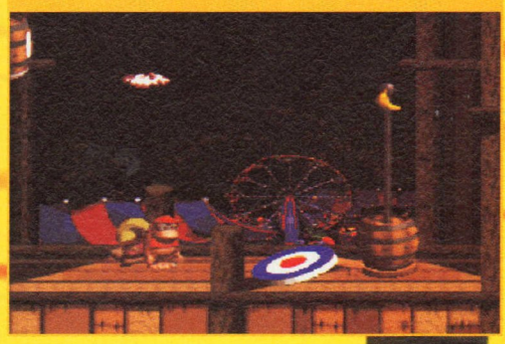
5

For success on this part of the level you must have Squitter. Keep travelling right along the platforms avoiding Krook and pass the DK barrel. You should find a fourth hook and just past this is a small gap in the floor. Jump down the hole to reveal a hidden chamber containing oodles of bananas and most importantly the Hero Coin.

WORLD 4 - LEVEL 2

At the end of this tricky level jump over the target and launch yourself into the top right-hand corner of the screen. You'll find a hidden DK barrel.

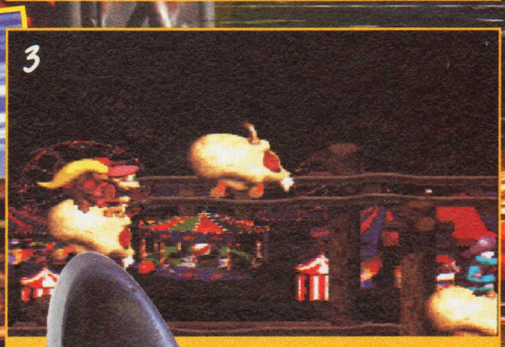
1



2

Just past the letter N in KONG is a second wooden shelter. As soon you pass under the shelter jump up to collect the Hero Arcade Coin.

3

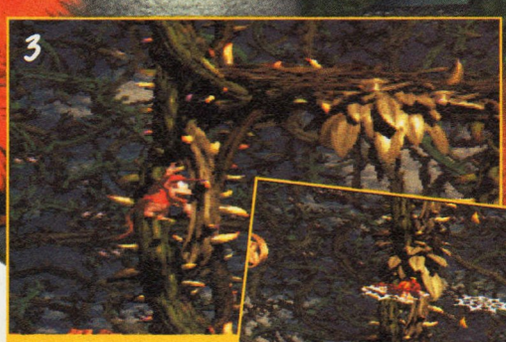


After you've collected the Arcade Coin you'll arrive at another gap in the track. Don't jump the gap so you'll land in the waiting cart, instead stay on and you'll land on a hidden track. Along the track there'll be a bonus round where you can retrieve the final letter in KONG.

WORLD 4 - LEVEL 3

After you've met Squawk fly to the left and find the clearing where the red Zingers hang out. Now fly to the top-right corner and pick up the letter N in KONG.

When you reach the wooden platforms at the half-way tunnel jump through the vines on your right. To reach the next part of the level you must have both Diddy and Dixie as you'll need to sacrifice one of them to reach the next platform.
If Squitter's in use keep moving right until you reach the bonuses.



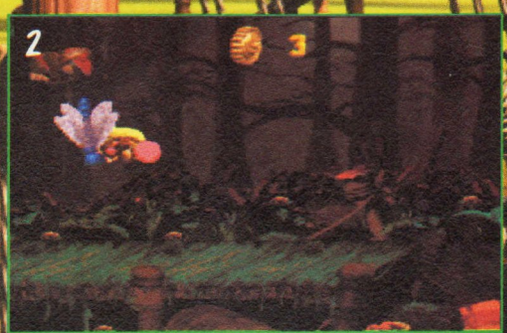
Move upwards staying as close to the left of the screen as possible and there'll be a bunch of leaves on the left opposite two Banana Bunch Coins. Walk through and collect the Hero Coins.

WORLD 4 - LEVEL 4

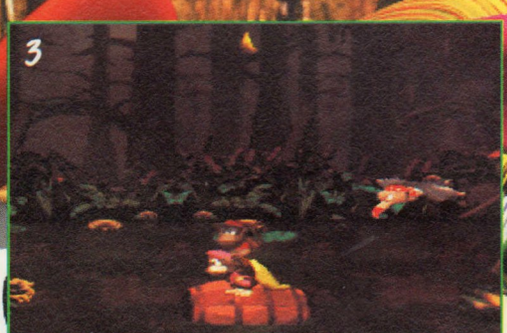
At the beginning of the level throw your partner onto the platform that is in the top-left corner of the screen. Here you'll find a Banana Bunch Coin. Now throw your them upwards so that they land on the platform directly above. To reach the hidden bonus stage, jump right and heli-copter spin to the other side of the screen. If you have done this correctly you'll land on the platform that contains the level's bonus round.
To gain the Hero Coin from this bonus level all you have to do is win the race. It's as simple as that.

WORLD 4 - LEVEL 5

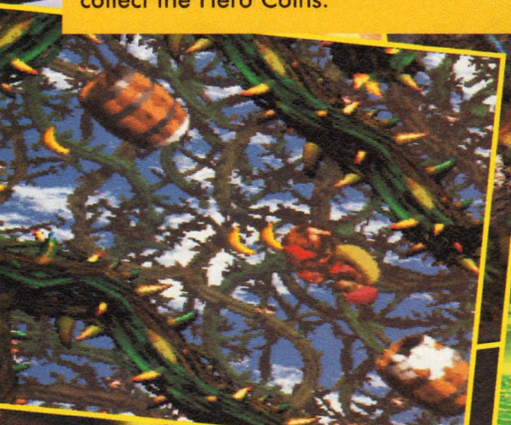
The letter K in KONG can be retrieved by jumping into the Cat O' Nine Tails while he's spinning. He'll then launch you into the air making it possible for you to collect the letter.



At the start of the level use the Flitters as stepping stones so you can collect the Banana Bunch Coin.



At this point in the level collect the banana above as it's an invincibility item. Note that the chest on the left contains a DK barrel and the chest on the right holds the Letter O in KONG.



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WORLD 4 - LEVEL 6

When you arrive at the first honey wall search the lower part of the wall to discover a Banana Bunch Coin.

After you've made your way up the first honey wall you'll come to a ledge. Jump down the right-hand side of the platform and you'll land on a hook where you'll find the letter K in KONG.

After you've shot yourself from the second cannon barrel make your way up the adjacent honey wall. Stand on the ledge to the right of the screen then jump toward the left corner. If this is performed correctly you'll find a hidden hook. Move upwards for a Banana Bunch Coin and another bonus round.

After you've reached the continue barrel helicopter spin left as far as you can. Now jump upwards to reveal a hidden hook and jump up again to find another hook. Helicopter spin to the right and to find the Arcade Hero Coin.

ZINGER BOSS!

To hit this rather large Zinger you must move behind him and shoot his stinger. Watch out though because every time he's hit his speed increases.

Be careful once the Zinger turns red because he'll start to shoot out spikes in all directions.

At this point fly up and strike the wall above you. Doing this will reveal some hidden Banana Bunch Coins.

Shoot all of the yellow Zingers first leaving the boss as an open target for attack.

NEXT MONTH: MONKEY TROUBLE!

Get ready to have your banana well and truly chopped into small bite-size slices as we trek further into K. Rool's pest infested island and deliver you the final part of our guide that's brighter than an Orang-Utan's bottom! Its the truth honest!

So where were they all then? My Valentines, I mean. When I awoke on the 14th of February I rushed downstairs, running as fast as my slippery tail would carry me, expecting to see a mountain of cards and letters from my female fins – er, I mean fans – piled up against my door, but all I found was a gas bill and my subscriber's copy of Trout & Salmon. No fear, I thought, they've probably sent them to the NMS office. So off I trot to work, only to find the usual load of drivel about the NU64 and crappy drawings of characters from Killer Instinct. Come on ladies, you know I'm the most mawlable mammal since Flipper, so send me a letter or a piccy to: WHO LOVES YA, BABY?, MAILBAG, NMS, 30-32 Farringdon Lane, London EC1R 3AU. And if you set my oily pelt a-pulsating, I might even send you a freebie Ocean game as a way of saying thank you.

WHY? WHY? WHY?

Dear SEAL,

Let me start by congratulating you on producing what is perhaps the best computer magazine we British are allowed to enjoy with out 'THE BIG N' stating that it won't sell or it's too costly. You've probably heard this complaint before, but could you please give me a valid explanation as to why Nintendo release fewer games over here in the UK? It's all too unfair when you think about it.

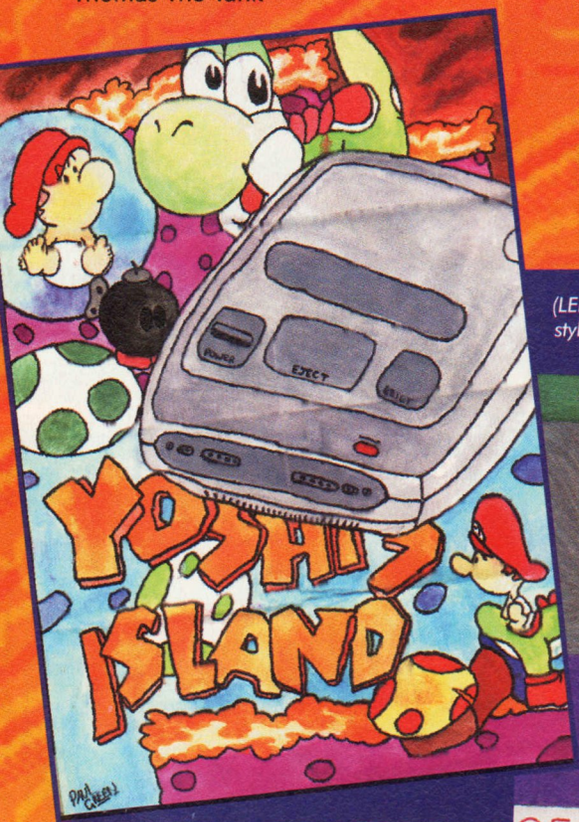
Let's go back to when the Super NES came out in the UK. Four or five games were released with it, while in Japan and the US far more titles were pumped into the market, most of which never made it to these shores. Then heaven knows why but Nintendo decided to release games like Thomas The Tank Engine, Out To Lunch, Alfred Chicken and so on. These were aimed at younger children (fair enough) but what about the older gamers? There was a time when the only games available were games for younger children. Meanwhile in Japan and the US, gamers could enjoy games such as The Secret Of Mana, Illusion Of Gaia (Illusion Of Time over here), Tetris Battle, Mystical Ninja 2, 3, 4 and so on.

In NMS #16 you reviewed Secret Of Mana, which finally got a UK release in the Christmas of that year. Why the wait? By that time most gamers would have already played it on import. A while back you reviewed Final Fantasy III and gave it over 90%. In NMS #40 you reviewed Secret Of Evermore which you gave 81%. Why does Evermore get released and not Final Fantasy III? They're both 24 Meg carts so what's the problem? It's no wonder RPGs don't sell well – it's because Nintendo DON'T RELEASE THEM! This forces gamers to buy them on import. NINTENDO SHOULD WISE UP!

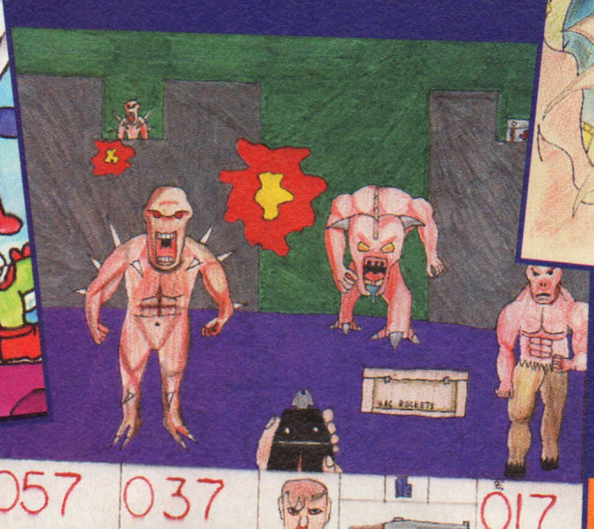
Chris Farnon, London.

SEAL: I took the liberty of cutting your letter down a bit, Chris, because it was rather long. However, I think you'll agree that the gist of what you're trying to say remains intact (and if you don't, tough – this is MY mailbag so I can do whatever I bloody well like).

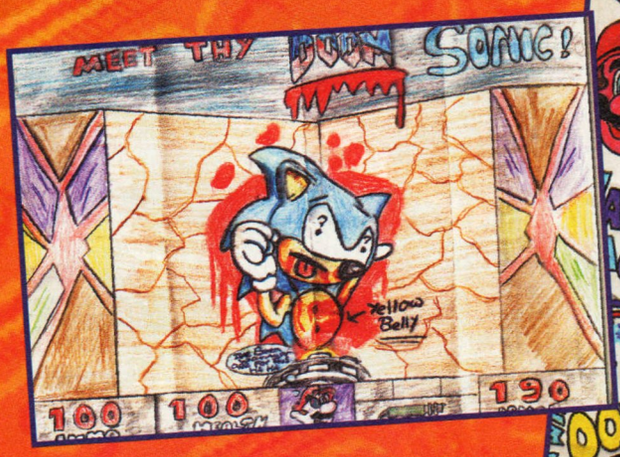
You're not the first reader to complain about the lack of RPGs released over here, and more than likely you won't be the last. There's no denying that it's a real pain seeing our chums overseas enjoying top titles that we can't. Part of the problem is the cost of translating the massive amount of text in these games from Japanese into English – hence the reason Secret Of Evermore (which was developed in the US) gets a UK release and not Final Fantasy III. This, along with the fact that the carts are so big (i.e. expensive) and the market is so small, mean that releasing RPGs over here is just too costly a risk.



(LEFT) Paul Green from Dronfield sent us this super-stylish trubute to Yoshi's Island.



(ABOVE) Those mighty mutants, the X-Men, leap into action courtesy of the multi-talented Damiean Prescott.
(LEFT) Alex Turvey from Camden sent us this smart drawing of gory goings-on in Doomland.



(RIGHT) Now this is very nice! A hearty cheers to James Renshaw from Folkestone for sending us this beautifully-drawn portrait of Liu Kang.

(FAR LEFT) Eat my leaden death, you blue-haired goon! Francis Brencat from Malta larges it to Sonic the hedgepig big time.
(LEFT) The news about the NU64 has obviously got Matthew Benson from Willerby excited.

I'M ROCK 'ARD!

Dear SEAL,
Why do Nintendo bring out games such as Kid Clown and Batman Returns at high prices of £40 or more and people like me complete them in a week or so. I'm not complaining about the games, just their lastability. People become fed up of spending all their hard-earned money on such easy games and end up selling their consoles and buying something else.
Sam Swan, Twickenham.
SEAL: Why not check out the lastability ratings in our reviews before you buy a game? These will help you buy only those games that'll give a gaming god like you a real challenge.

CHOW DOWN, BABE!

Dear SEAL,
The news about the NU64 in NMS #40 is great. With its data transfer rate of 45000Mbit/sec that makes the NU64 – let's see – SIX TIMES faster than the Playstation or the Saturn! And the joypad looks better than any other I've seen. (One thing, though - won't the colour clash with the colour of the machine?)
Personally I would prefer the machine and joypad to both be black for release. I would love to see Streetfighter on the NU64 – it would be much better than Tekken – and Ranma 1/2 64. Perhaps the best thing about the NU64 is the release date because it's about sixteen days after my next birthday!
P.S. Please have a fish butty on me, mate. Okay?
F. J. Brencat, Malta.
SEAL; Thanks for the offer of a sarnie, F. J. – I'll have a a haddock and perch granary bap, please, with salad and mayo but no butter or salt and pepper. Please make sure you wrap it carefully when you send it, because the postman gets really annoyed when he gets a fishy smell all over his hands.

ASK THE BOSS!

Dear SEAL,
The firm that you work with, would you ask them to make Legend Of Zelda 64 or Super Mario 64 the game bundled game with the NU64. I'm also appalled by the language that I see in some of the letters I've read!
Robert White, Chippenham.
SEAL: "The firm that you work with" – I take it you mean Nintendo. Sadly, Bobby-boy, although I am undoubtedly the world's most brilliant mammal I don't have a lot of power over such important decisions as what game gets bundled with the NU64. However, I wouldn't be surprised if it turns out to be Super Mario 64. Also, sorry about the language – I'll try and clean up my act.

NO NEWS IS GOOD NEWS!

Dear SEAL,
I'm just writing in to complain that there are too many news and political programmes on TV and not enough computer game programmes. I mean, there are only two that I know of, namely Gamesmaster and Bad Influence. I think that this is absolutely disgraceful. Do you agree with me? By the way, I think that your mag is ACE!
Geoff Fisher, Devon.
SEAL: Nah mate, this mag is NMS, not ACE – ACE (or Advanced Computer Entertainment, to give it its full name) closed down about three years ago. Anyway Geoff, I agree that there aren't enough computer game shows on the telly. But it's no good writing to me about it, you should complain to the TV companies instead.

OCEAN LETTER OF THE MONTH!

CHEEKY MONKEY!

Dear SEAL,
Well me laddie, I bring you tidings of bad news. From this day forward I resign from the world of gaming. "Why?" I hear you cry in tearful despair. Well, sit back my young mammalian friend and find some plankton to chomp on while I tell of my "affair with Rare". I recently approached Rare, offering them my multi-talented services in a new computer game I had thought up. They took me up to their well-signposted secret HQ and sat me down to discuss it. While we talked I let them taste the delights of my home-made banana wine (which they spat out straight away and shouted "Ugh!" – these humans are so strange!), but after a lengthy two-minute-long discussion they started to laugh and threw me out of the building. That was no way to treat the world's most famous Kong, I'll tell you my lad!
How Rare enjoy such financial success is beyond me, because they said my game would be a total flop. However, this made no sense to me at all – with its state-of-the-art two-frame animation (none of this silly 3D nonsense for me, lad), twelve shades of grey graphics and innovative gameplay it would have had gamers everywhere hooked. In the game I was to be the leading character, playing as myself, and I would undertake a multi-stage adventure playing bowls, visiting the doctor and collecting my pension from the post office. What more could any gamer ask for? And at £500 a cart, it would be a snip! I'm sure your colleagues at that wonderful NMS magazine would have given it 100% at least. And that's why I'm off, me lad. I leave you my teeth which you can sell to the heritage museum for a tidy profit. Goodbye my friend, and au revoir to all my fans.
P.S. Can you forward me the address of that lovely carpenter I once feuded with. I think he was called Mario the carpenter. (I remember that he had a strange fascination with drains and I suggested a career move into plumbing, but he laughed at me too!)
Cranky Kong, OBE, Donkey Kong Land.
SEAL: Truly this is a sad day for Nintendo gamers everywhere. Best of luck, Cranky – we're going to miss you! Please accept a copy of Doom from Ocean as a gift.

Q&A

READER SYSTEM

There are more questions than answers, or so the old song goes – but obviously that song's foolish writer has never read NMS's awesome Q&A section, where your every Nintendo-related question is answered in total fullness by me, Dave, your all-knowing, ever-loving Editor. If you've got a poser burning its way through your brain, then don't lose sleep over it. Instead, get semi-instant relief by sending it to me at: PLEASE ANSWER ME QUERY DEARY, Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

Q YOUR STARTER FOR TEN...

Dear Dave,
We all know your magazine is fab, but will you please stop farting around telling us your Top 5 games and answer my questions instead? We all know the hype about the NU64 and that people are wetting themselves waiting for it, but there are still some things I don't get...
(1) With these new silicon cartridges that are quicker at loading than CDs, does this mean that NU64 games won't have clear video footage like in Wing Commander IV on PC-CD?
(2) When Nintendo finally unveiled the NU64 at the Shoshinkai Show they said it was intended as a family entertainment system. Is that why there won't be a Killer Instinct, because NU64 games won't have skin-peeling, gut-wrenching violence?
(3) All the NU64 games have the same 3D polygon look. Will all the games be like that or will there be games with a look more like Mortal Kombat 3?
Jean-Pierre St Mart, Redbridge.

A ***DAVE: (1) The NU64's carts aren't 'new' as such, they're based on the same technology used in standard Super NES carts. Indeed, the only major difference is that they have a much greater memory size – a typical NU64 cart will weigh in at around 64-96Mbits (8-12Mb), with a maximum size of 256Mbits (32Mb). Of course, although impressive, this is nothing compared to the storage space on a CD, which is around 650Mb. Video footage like the sort you mention takes up a lot of space, so it's unlikely to feature heavily in NU64 games - at least, not until the 'bulky drive' is released. But before you get all upset, bear in mind that the most important thing about a game is the gameplay, not the frills. As an ex-PC user, I can vouch for the fact that although video footage is nice, you only tend to watch it two or three times before you get bored of it, and then it just slows things down as you try to play the game. (2) For the last time, Killer Instinct – or, more precisely, Killer Instinct 2 – IS coming out on the NU64! And if you think that NU64 games won't be violent, wait until you see Ultra Doom... (3) As the NU64 is the best 3D console around, Nintendo are naturally keen to encourage developers to make full use of its awesome polygon-shifting capabilities. However, it's more than likely that you'll see plenty of 'traditional' 2D games in the future.***

Q IS MARIO DEAD?

Dear Dave,
Please answer all my questions – that is unless you want to fight me, sucker!
(1) I'm a big Mario fan. Do you know if there's another Super Mario film coming out?
(2) Is Mario going to become more famous than he already is, or is he going to slowly die out like the NES?
(3) Is it true that the NU64 won't be released in Japan?
(4) When is the Virtual Boy coming out in the UK?
Dan Lui, Telford.

A ***DAVE: (1) I'm a big Mario fan too, but I can't say I'm sad to announce that there are no more Mario films in the pipeline. Come on, Dan – the last one was blummin' awful! (2) Mario is more famous than Mickey Mouse, so it's unlikely he'll 'die out'. Indeed, with his revolutionary NU64 game just around the corner, chances are he'll become more famous than ever! (3) Where do you lot get some of these bizarre rumours from? Of course the NU64 is going to be released in Japan – Nintendo is a Japanese company, for gawd's sake! (4) Never, by the looks of it.***

Q BIRTHDAY BOY!

Dear Dave,
Please answer my questions or I will come to your house and beat seven shades of plop out of you.
(1) Why don't you give out cheats for Syndicate on the Super NES? It's a completely spendid game, especially if you like blowing the crap out of everyone.
(2) It was my birthday on the 15th of November and I had £60 quid, but I've spent most of it on Super NES stuff and now I've only got £21 quid left. What should I do? Buy a cheap second-hand game or save the cash for DKC2?
(3) Will there be any Kong games on the NU64 when it comes out?
(4) Should I plead with my mother to get me a late Xmas pressy, like an NU64?
(5) If Rare made DKC3, what system do you think it'd be on, the NU64 or the Super NES.
(6) My mate is a bit thick. He reckons he's got an NU64 and he's boasting about it. Should I beat the crap out of him?
(7) What do you think the chance of me making a game and then getting it published is?
Robert Richards.

A ***DAVE: Charming! Okay, here goes... (1) If it's such a top game, you should have the willpower to try and finish it on your own without any outside help. Failing that, give the Nintendo Hotline a call on (01703) 652222. (2) Saving up for DKC2 sounds like a smart plan. (3) Rumour are abound that Rare are working on a Donkey Kong game for the NU64. However, whether these rumours are true and, if so, whether the game will be ready at the machine's launch is anyone's guess. (4) It's up to you – but don't blame us if she gives you a slap and tells you to shut up. (5) Who do you think I am? Mystic Meg? (6) Unless your mate is called Howard Lincoln or Mr Yamauchi I doubt very much whether he's got an NU64. It sounds to me like he needs professional help from the men in white coats rather than a sound beating. (7) Slimmer than Kate Moss, I'd say.***

Q CAPCOM A-COMIN'?

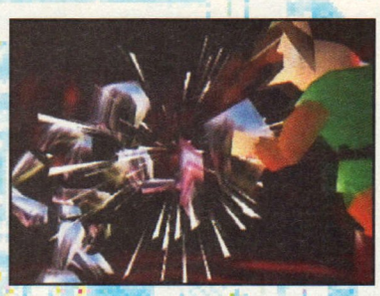
Dear Dave,
(1) What are the advantages and disadvantages of having Zelda 64 on the bulky drive?
(2) Are Capcom up to anything for NU64?
(3) The joypads look really good but they also look expensive. Considering the machine will probably only include one joypad, how much do you think they will cost?
(4) Will the NU64 outclass the Playstation's CD-quality sound (the music, not the effects)?
(5) Do you think Sony and Sega could actually be knocked out of the market, for a while at least?
(6) Any information on what's new in Super MarioKart R?
James C. C., Ealing.

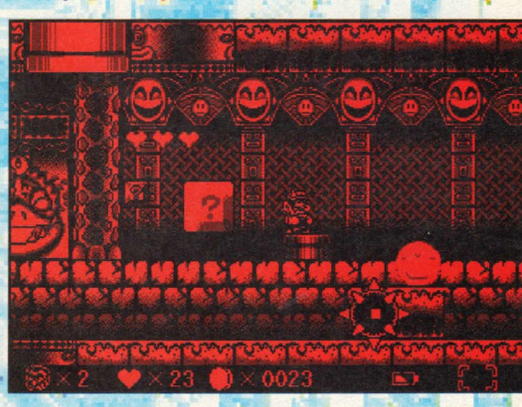
A ***DAVE: (1) The big advantage is that you can store loads of data on the disks, which allows you to have a much bigger and far more detailed game-world packed with millions of characters, monsters and secrets. You can also save information onto the disks, letting you save your progress through the game. There's only one disadvantage with Zelda 64 on the bulky drive – you've got to buy a bulky drive before you can play it! (2) Apparently Capcom will be producing games for the NU64, although they've only just started work on them so don't expect anything for a while. We've no idea what they'll be but we'd love to see Streetfighter 3D! (3) As you guessed, only one joypad will be bundled with the NU64. Sadly, we've no idea how much they'll cost to buy at the moment. (4) The NU64's advanced sound chip produces music of full CD quality, so yes is the answer to your question. (5) Who knows? But given the NU64's amazing specs and relatively low price, they must be VERY worried. (6) Nope, not a sausage. We'll tell you all we know when we know it.***

Q EASY LIFE!

Dear Dave,
(1) When you print Virtual Boy screenshots they always look a bit blurred. Do the games look the same on the machine itself?
(2) What's your favourite Virtual Boy game?
(3) Is it that hard work at NMS, 'cause surely all you do all day is play games?
(4) You say you've played Super Mario 64, so what's the playability like?
(5) What games will be released alongside the NU64 at the time of launch?
Nick, Ireland.

A ***DAVE: (1) Nope, on the machine the screens are lovely and sharp. Unfortunately, it's a nightmare trying to get good VB game shots, and they always tend to come out looking a bit crappy. Sorry, but it's the best we can do! (2) WarioLand, without a doubt! (3) Yes, we do play games a lot (obviously!), but we have to write and design the magazine too – and it's not as easy as it looks, you know! (4) Well, the game I saw was only half-completed but it was pretty awesome already. When it's finished it's likely to be mind-blowing! (5) We don't know, but we'd guess that at least Super Mario 64, Pilotwings 64 and Kirby Bowl 64 are likely.***





(ABOVE) Our VB shots are always blurred, are they? Cheek!

Q SELLING OUT!

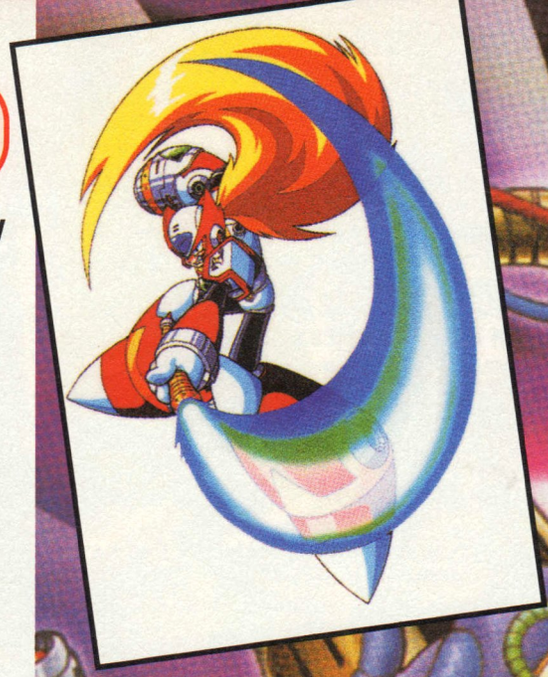
Dear Dave,
(1) I am thinking of buying an NU64. I already own a Super NES with MarioWorld, MarioKart, Zelda, Starwing and Killer Instinct. All these games have sequels on the NU64, so should I sell my Super NES?
(2) Both Saturn and Playstation dropped their price tags by £50 shortly after they were released. Do you think this will happen with the NU64?
(3) I noticed there are some new characters in MarioKart R. One's Wario – but who's the other?
(4) Any chance of a StuntRace FX sequel?
(5) Super Mario 64 has a different view from the other Mario games. Do you think the same will be true of Zelda?
(6) I noticed that in the recent GB review of Worms there was a full-colour, rendered screenshot. Do you expect some complete idiot will write in asking if it's taken from the GB version?
Derek Jackson, Winchester.

A ***DAVE: (1) Don't sell up yet – wait and see what those NU64 games are like first. (2) Unlikely. As the NU64 has an anticipated price of £200 it's already £100 cheaper than its rivals, so why do Nintendo need to make it any cheaper? (3) It's Kamek, the villain from Yoshi's Island, not MagiKoopa as we stated last month. (4) Not as far as we're aware. (5) Yes. (6) Always expect the unexpected, that's my motto.***

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Judging from the number of adventures he's appeared in, you'd have thought that by now Megaman would have totally rid the world of evil and would be on a beach somewhere, putting his feet up and enjoying a break. But no such luck 'cos, yes, he's off on yet another adventure. What is he? Some sort of masochistic glutton for punishment?

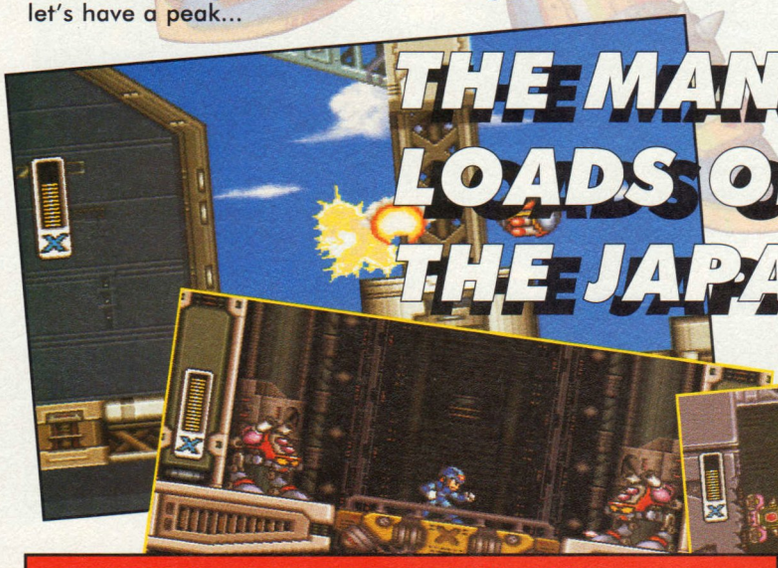
Isn't it strange how peoples' preferences to games change from country to country? Take Megaman, for example. In Japan the metal-suited lad is something of a cult hero and his games sell by the bucket-load, whereas over here most people couldn't really give a toss about the little tin titan who still hasn't learnt how to duck when under attack. To be fair, Megaman X didn't sell too badly in the UK, but the sequel passed by pretty much unnoticed. So what has X3 got in store for us? Well gamers, let's have a peak...

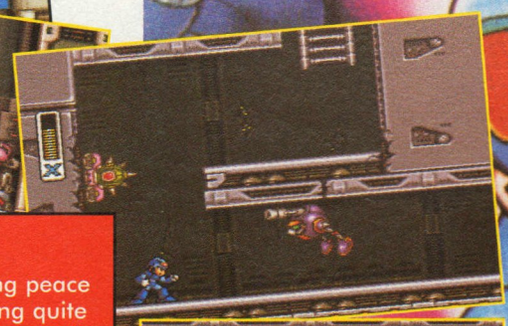


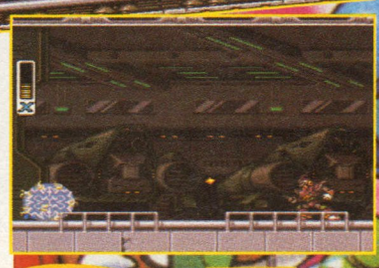
THE MAN THEY CALL MEGA R

LOADS OF NEW WEAPONS –

THE JAPANESE WOULDN'T G



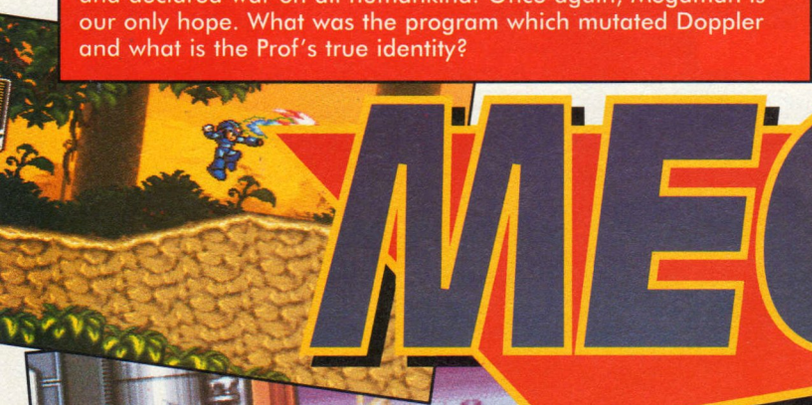


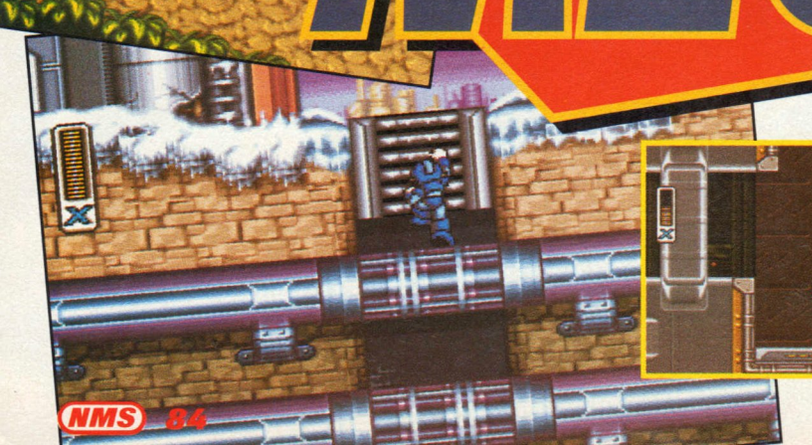


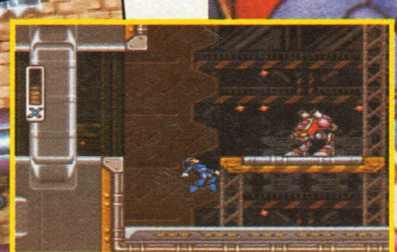
MODERN TECHNOLOGY, EH?

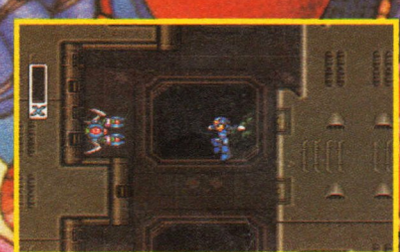
What started out as a totally innocent experiment to bring peace between humans and repliroids has turned into something quite the opposite. Professor Doppler was hard at work on his special peace formula when, one day, he downloaded a strange computer program that changed his behaviour. Before you could say "These Japanese game plots just don't make any sense" he had turned into a fighting repliroid, assembled a group of Irregulars and declared war on all humankind. Once again, Megaman is our only hope. What was the program which mutated Doppler and what is the Prof's true identity?

MEGAMA





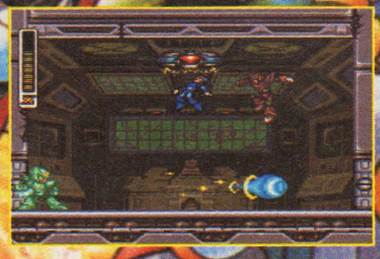




ARMED AND ONLY SLIGHTLY DANGEROUS!

As in every other Megaman game, our hero starts out as a wimpy little git armed with a bog-standard X-blaster. Once this gun might have been quite impressive, but in today's world of hi-tech weaponry it's simply not good enough – you wouldn't catch any other modern superhero trying to restore peace with only this feeble bit of kit for company. Unfortunately for Megaman, he can only upgrade his blaster by defeating the various end-of-level guardians.

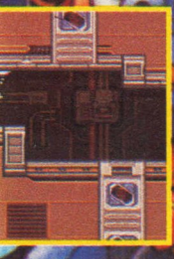
ETURNS TO DO IN DOPPLER!!
BUT THE FOOL STILL CAN'T CROUCH!!
VE A 'XXX' FOR ANYTHING ELSE!!

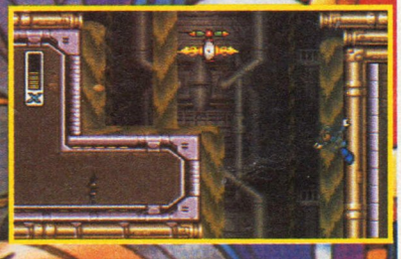


DON'T BOSS ME AROUND!

Ignoring the fact that he can't duck, the other really frustrating aspect of all Megaman games is the toughness of the bosses – and Megaman X3 is no exception. Why are they so ridiculously difficult to beat? As if it wasn't bad enough that Megaman has to work his way through some incredibly long levels getting shot at from every angle, he then has to face off against a large sonofagun that usually destroys him the instant he walks into the room. One thing on your side is that Megaman is now equipped with a R-Type-inspired MegaBlast – just keep your finger on the fire button, and the longer the button is held down, the more powerful the shot will be.

N X3





MAN ON A MISSION!

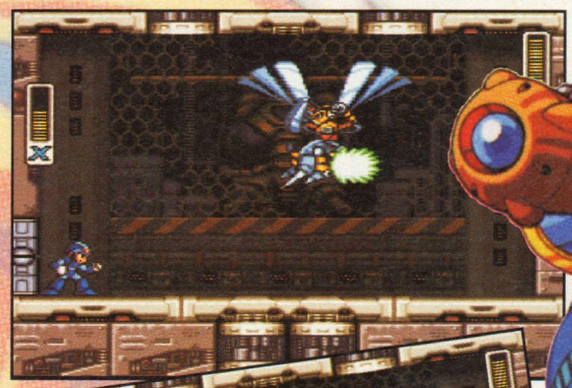
After quashing two Sigma rebellions, Megaman was promoted to head of Irregulars No. 17 Select Squad. His main goal is to destroy any Irregulars whose want to harm humans. Not many people know this, but Megaman is torn between his mission for peace and his desire to destroy evil Irregulars. And you thought he was a mean n' simple badass who liked nothing better than a night on the town destroying everything that moves?

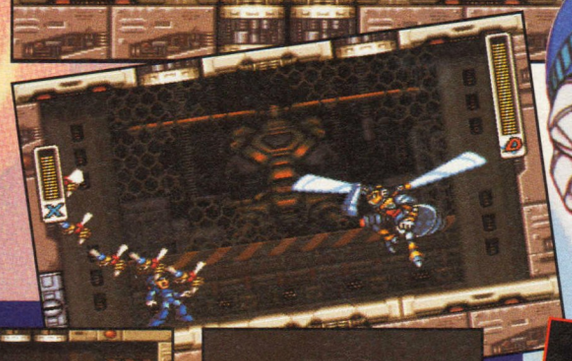
GAME DATA

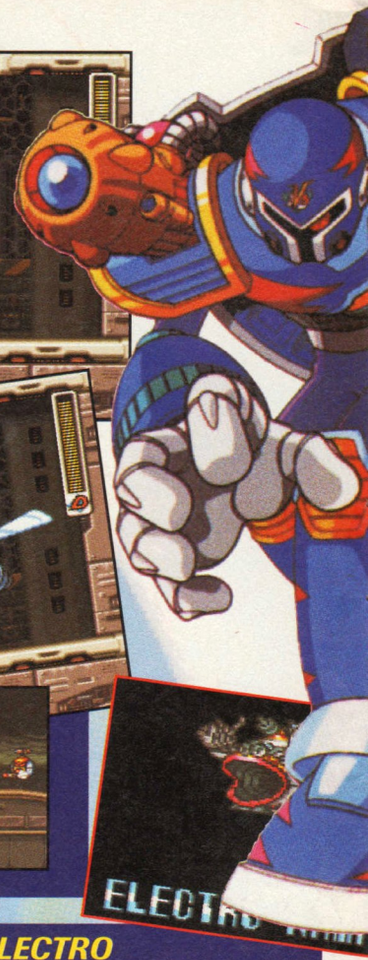
- GAME: MEGAMAN X3
- BY: CAPCOM
- RELEASE: TBA
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1 PLAYER
- CART SIZE: 16 MEG

PARTNERS IN CRIME!

Megaman is joined on his epic adventure by Zero, his mentor and best friend. Zero always keeps a cool head and despises evil even more than Megaman. Zero once gave his life trying to save Megaman in a previous battle against the Sigma, but he has since been restored and now heads the No. 0 Special Squad which will offer Megaman back-up when required.

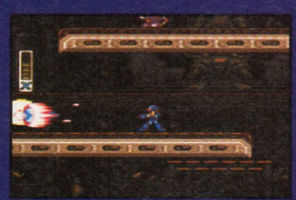






EXPLODING HORNECK

The first level of the game sees Megaman working his way through a bewildering maze of lifts and conveyer-belts before coming face-to-face with the mighty Horneck. Not only does Megaman have to watch out for his mighty sting, but also the swarm of deadly hornets he unleashes lock onto him and explode on impact.

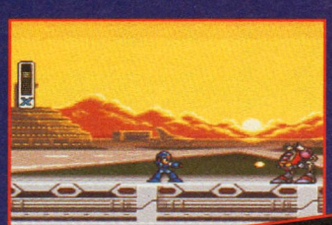


FROZEN BUFFALO

Here even more pitfalls await our intrepid tin man as the temperature starts to drop by the second. There doesn't seem to be a single section of this stage that doesn't have a slippery slope waiting to throw Megaman into the razor-sharp icicles. For those lucky enough to survive and face Frozen Buffalo, make sure you don't get stuck in a corner otherwise you'll be recycled before you know it.

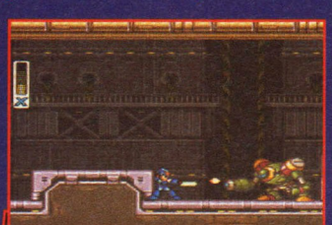
GRAVITY BEATBOOD

During a previous battle with the Irregularsan air tanker was stolen from the Hunter base. This piece of machinery has been reinforced and is now ready for battle. It's main objective is to wipe out the world's airports. Megaman must work his way through the hangers before coming face to face with the awesome Gravity Beatbood. Beatboods's strength is the ability to defy gravity.



ACID SEAFORCE

Deep underground beneath a dam runs a lethal river of acid. This corrosive stuff is so potent it could even get the, er, 'stubborn stains' out of Simon's Mickey Mouse boxer shorts. However, there are also creatures lurking in the slime. Acid Seaforce is made from liquid metals – a bit like the T1000 – and has the uncanny ability to change shape and merge into the ground and ceiling.



ELECTRO NAMAZUROS

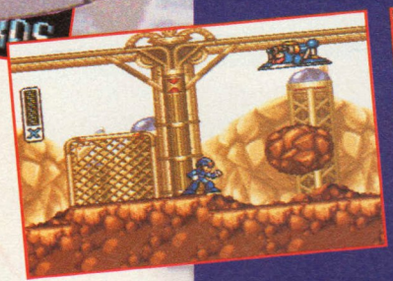
Electro Namazuros started life as a gentle, peaceful repliroid but, just like Frankenstein's monster, he had one too many bolts of electricity to the head and has turned into one of the most highly-charged enemies on the planet. Electro and his band of merry men have seized control of the Electricity Control Centre and Megaman is the only hope of defusing the situation.

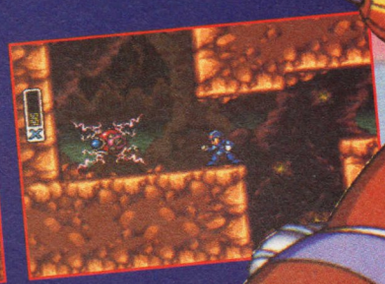
SCISSORS SHRIMPER

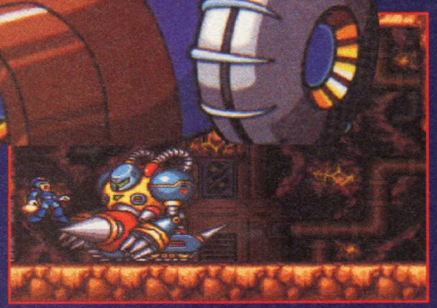
Off to the shipbuilding yard where Shrimpe, the most feared of all the bosses, lurks. Whether you are a friend or foe, no-one is really safe from this brutal creature. As his name suggests, his main form of attack are his scissor hands. Megaman had better watch out or he'll end up as prawn crackers.

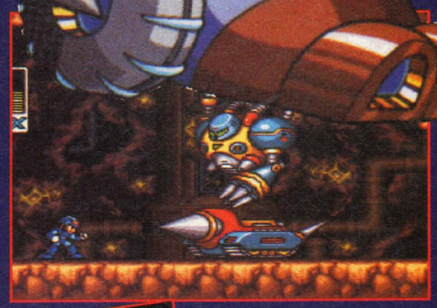
SCREW MASAIDER

Deep underground in the old disused mine shafts legions of robots roam around. But these creature are not there purely for work purposes – they have immense powers and would like nothing more than to turn Megaman into a hundred baked-bean tins. Screw Masaider awaits at the end of this level armed with his special drill attack.



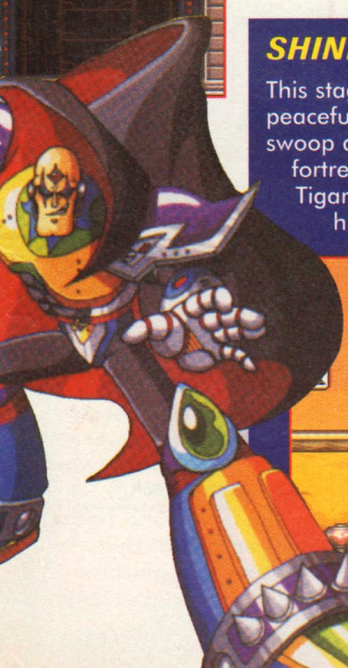






SHINING TIGARD

This stage, deep in the heart of the tropical forest, begins very peacefully – but be on your guard as mechanical mosquitoes swoop down without warning. The only place to hide is a secret fortress which houses Shining Tigard. But bewar, because Tigard has lightning quick reactions and stabs forward using his sharp claw attack.



PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

They're back and this time they're madder than ever before! Once again Mickey and Donald take on Pegleg Pete and his evil hordes in a Die Hard 3 type style-e! (well, sort of!)

If Disney games have the same effect as their movies, then heaven help your poor Super NES. How many times has your young cousin or little sister insisted on watching something like The Lion King, then sat there mesmerised like one of the kids out of Children Of The Damned all the way through, only to insist that it's re-run from the very beginning again. I swear that if you let them, they'd sit and watch the same movie over and over again until they suddenly found themselves in their late teens. Such is the uncanny power of Walt's characterisation. Let's see if this latest import incarnation can muster the same effect...

Magical

Starring MICKEY M

SPIN 'EM THE TALLEST TALE!

WARNING! This next piece of text was translated by a total buffoon and so bears no relation to actual plots either living or dead. Any sense it does make is purely coincidental, okay?

Mick and Don are having a barney. While they rant at each other, Huey, Dewey and Louie slip off to the barn...

...Once inside the barn the three cheeky ducklings start to flick through the swimsuit edition of Playduck...

MICKEY AND DONALD TA
FOR A CLOSE ENCOUNTER
USE YOUR PLATFORM
HUEY AND DEWEY FR

MESSING AROUND ON THE WATER...

One of the sub-levels in our Mick and Donny's journey forces them to take to the water – which is alright for ducks, but unless you're one of the cast from Tales From The River Bank with a vole-size motor launch, you're in trouble! The basic premise of this play-varying level is to keep M&D on the gondola and pick-up bonuses before meeting the end-of-level boss-type character. But beware – if you slip into the water then, unless you've got your gold swimming award, Walt's finest creations sink to a lung-flooded grave!

YOU TAKIN' THE MICKEY?

Or the Donald for that matter, because in this third outing for the Disney duo you can rescue the triplets using either of Walt's incarnations. And if you've a friend handy and two joypads you can team the two toon stars up together to fight the evil Pegleg Pete.

GAME DATA

- GAME: MAGICAL QUEST 3
- BY: CAPCOM
- RELEASE: OUT NOW (JAPAN)
- GAME TYPE: PLATFORM
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 16 MEG

ALL ARTWORK © 1996 WALT DISNEY COMPANY

Quest 3

OUSE & DONALD DUCK

PICK-UP JOINT...

To stand the slightest chance of finding Donald's aquatic cousins Mick and Don have to make full use of their special talent for picking up objects. The play area is literally packed with objects that they can chuck at Pete's cohorts. Alright, it's fair enough jumping to platforms to pick-up something hard and lumpy to chuck at his minions, but in M&D's latest jaunt around their animated world they can even pick up some of the baddies and thrust them, dazed, back at other nasties who are trying to thwart their rescue attempt.

...But the ogling of bikini-clad mallards is brought to an end when a giant hand reaches out of the book...

...When Pluto warns Mickey and Donald that the three ducklings are missing, the twosome scurry to the barn...

...Imagine their surprise when a giant fairy appears – in fact, imagine anyone's surprise, it'd be the same!

...With a loud rallying cry of "Follow that fairy!" from Mickey, the duo leap into the book and the frolics begin...

KE ON PEGLEG PETE
OF THE THIRD KIND!!

SKILLS AND KEEP LOUIE,
OM BECOMING CRISPY DUCKS!!

THE DISNEY CLUB!

Both Mickey and his aquatic cohort Donald pick up special skills as they complete levels. For example, after this early level Mickey, seen here, goes from his normal shorts and braces affair and transforms into metal Mickey attire. This outfit transforms him from his semi-buff-no-weapon state into Don Juan with a pugil-stick. Sounds as though it doesn't make much difference, but it doesn't half help getting to those tricky items just a little out of the reach of Rent-A-Kill's worst enemy! And as you progress further, not only do the costumes get strictly Sorcerer's Apprentice style-e, but your powers are enhanced as well.

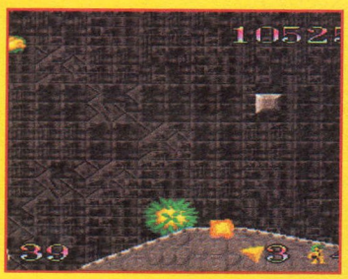
I FEEL LIKE CHICKEN TONIGHT...

Hey, forget fighting end-of-level bosses that look like Hulk extras or giant robot-type punters – this is Disney, so you get to fight things like giant chickens equipped with lethal feathers that both Mickey and Donald find extremely painful to their sensitive skins. But look on the bright side – beat 'em and you've got chicken stew for months! Later level bosses (that won't make a tasty snack) include a centipede in a crash helmet and, of course, Pegleg Pete himself.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Get ready for a completely new kind of superhero as Mohawk prepares to burst onto a Super NES near you! He may look like a good-for-nothing thug but we've been told he's actually extremely well behaved, looks after his mother and keeps his bedroom tidy. Ah, bless!

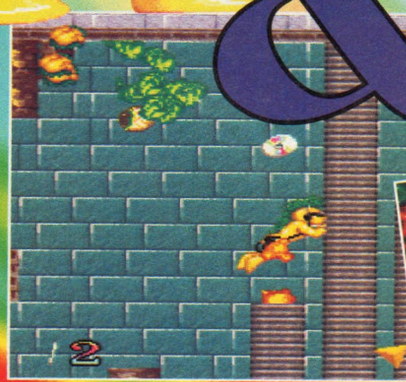
Now here's a novelty. Mohawk & Microphone Jack is a unique-looking platformer that's been in development State-side for at least a year and a half. The hero Mohawk is a CD-collecting rock-n'-roll junky who spends his life searching high and low for a new killer tune to help rock the night away. Unfortunately his quest is made tougher by the hoardes of non-rock lovers who will stop at nothing to prevent him playing even one more note. (Hmmm, sounds like the rest of the team in the NMS office. What has everyone got against rock?) Anyway, on with the preview...



YOU GOTTA ROLL WITH IT!

Mohawk's main form of attack is his roll. Like a little coward he curls up into a spiky ball and blows up any enemies that dare to come near him (I don't know about you, but it seems a little wimpy for a macho punk with green hair). Mohawk also comes armed with three smart bombs that, once activated, cause him to self-destruct, blowing up everything on-screen. And who said the youth of today can't do a single thing right?

MOHAWK & HEADPHONE JA



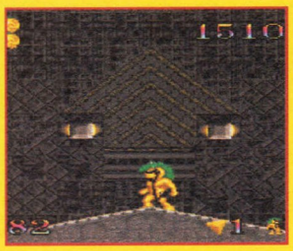
HE'S BIG A
HE'S YEL
NO, IT'S

RETURN OF THE SECRET SEVEN!

T•HQ claims that one of Mohawk's most interesting features is its unique use of Mode 7 in a platform game. As well as the screen rotating as part of the gameplay, players can use the joy-pad's L and R buttons to rotate it as well. However, after a while it starts to get confusing if you've been rotating for a while – not to mention a little nauseating! Luckily the programmers have thought of this and there's an option to call up a map which shows your current position. But as for T•HQ's claim that Mode 7 has never been used in a platform game before... what about Super Ghouls & Ghosts, Super Castlevania, Yoshi's Island, Super Mario World, Legend Of The Mystical Ninja? Oh, apart from them, which others have used Mode 7? Got me!

GAME DATA

- GAME: MOHAWK
- BY: T•HQ
- RELEASE: TBA
- GAME TYPE: PLATFORM
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 16 MEG



TURN YOUR WORLD UPSIDE DOWN!

Mohawk's platform and nasty-infested world is a strange and confusing place to live! Sometimes when Mo jumps up to reach a higher platform he'll find that the bizarre gravity will pull him towards the ceiling or the sidewalls, which results in the screen rotating and Mo totally losing his bearings! Not only does this leave you totally baffled as to where you are, but repeating this a few times in quick succession also makes you feel like chucking up!

SEARCH FOR A SONG!

Mohawk has to roll his way through 16 levels as well as search for a multitude of hidden bonus rooms and levels. And during the course of the game he comes face-to-face with a big bad boss every two levels. There are also 21 different soundtracks to find which, once collected, change the background music. With all these hidden features the only thing that is still confusing me is: who or what the hell is Microphone Jack?

ND MEAN...

LOW AND GREEN...

NOT A CANARY – IT'S MOHAWK!!

MORE THAN MEETS THE EYE!

On the surface, Mohawk may look like your typical down-and-out, waste-of-space teenager (albeit a yellow and green one) but surprisingly enough he actually has a hidden talent. Not only can he roll and blow himself up whenever he wants, but he also has the ability to morph into one of four different shapes to help him through various stages in the game.

IN PROGRESS SUPER NINTENDO ENTERTAINMENT SYSTEM

A-ha-ha-ha, ha-ha-ha! Look at my tiny binary minions cowering and trembling in fear! See how they run around in a futile attempt to escape my almighty wrath! Oh, how I love these God sims. Playing them is even more enjoyable than being Editor of NMS – at least when I give my little computer people an order they don't answer me back...

There's no disputing that 'god' sims like Sim City and Theme Park are top games. But blimey, aren't they complicated? You have to spend ages getting used to the controls and the basics of play. And then, even when you have got a grip on things, it takes a bloomin' lifetime to get a decent-sized city or amusement park constructed. In fact, it takes so long you sometimes wonder whether it'd be quicker to go out and build the real thing! If you're like me and find these god sims fascinating in theory but too much to handle in practice, then you'll be interested in Sim City Limited, which is coming out this July in Japan. Read on for total enlightenment...

SIM CITY LIMITE

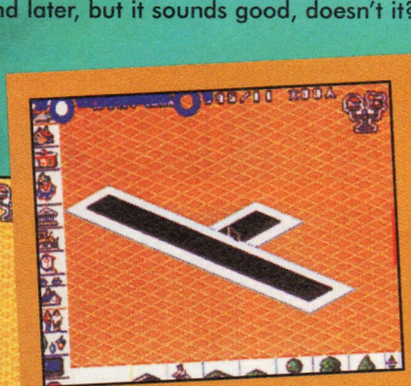
YOU BUILT BI

YOU BUILT ALTO

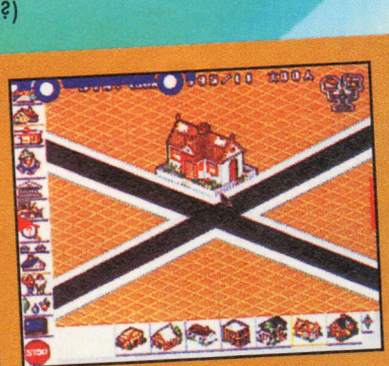
NOW BUILD ROC

A CHILD'S PLAYTHING!

Sim City Limited can be best described as Sim City's younger, more stupid brother. It's aimed at the younger sim fans, and offers a cut-down, simplified version of the best-selling Maxis classic complete with bright, colourful graphics and a semi-educational tone. The basic idea behind both of the games is the same, however: take an empty stretch of land that's just begging to be urbanised, lay down some roads and pavements, and then plonk down buildings here, there and just about everywhere to create your very own mini-metropolis. The only limits to what you build are those imposed by your own imagination! (Well, not quite, as you'll find later, but it sounds good, doesn't it?)



(ABOVE) Okay, let's build my home town of Huntingdon. First let's lay down some roads...



(ABOVE) ...Now let's plonk down my family's house (it doesn't look anything like this, actually)...

(ABOVE) ...Finally, let's add some more houses, shops and arcades. Voila! – one East Anglian eyesore!

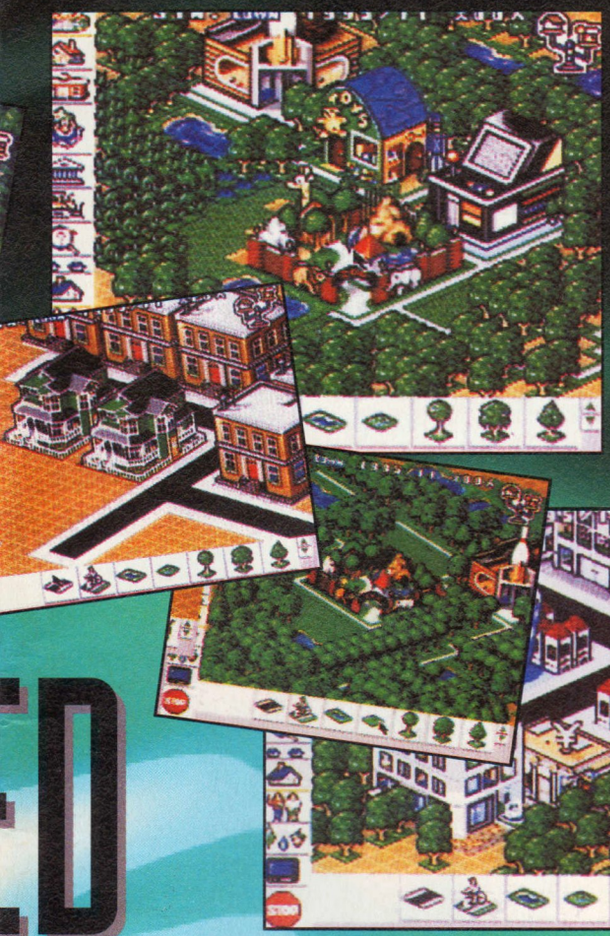
BUILT TO LAST?

Sim City Limited is designed to be enjoyed by the young 'uns, so unlike Sim City – where even putting down a paving slab involved some mind-bending decisions – here everything is kept nice and simple to understand . Want to build a house? Then just click your cursor on the 'House' icon in the menu bar to the left of the screen, and then select a dwelling from the multitude on offer in the special window that springs up. Now just click where you want to build on the isometric-3D map of the town and, as if by magic, your chosen abode will appear. The same easy-to-grasp rules apply to anything you want to do, from planting a decorative tree to erecting a vast adventure playground.

GAME DATA

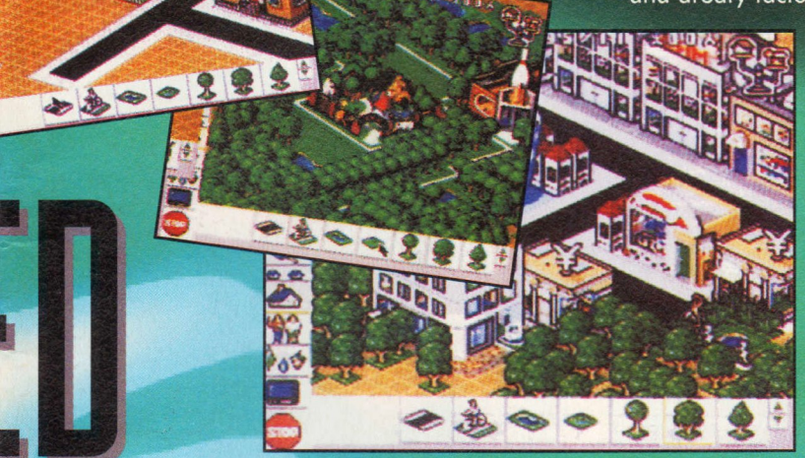
- GAME: SIM CITY LIMITED
- BY: SLG
- RELEASE: TBA
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1 PLAYER
- CART SIZE: 24 MEG

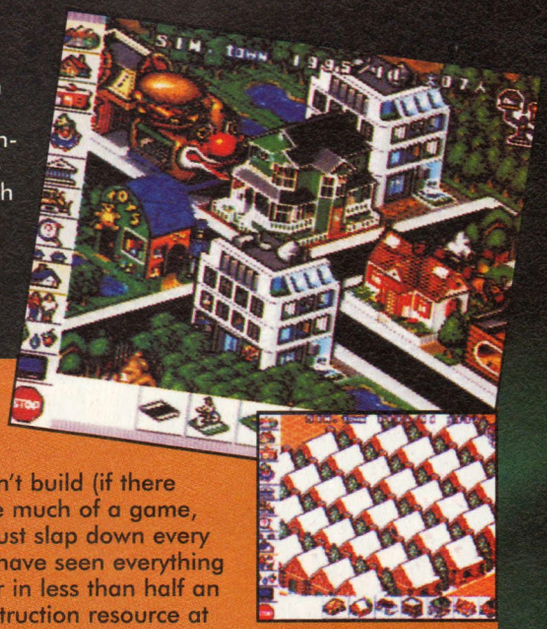
SIM CITY LIMITED



BRICKS 'N' MORTAR

There are dozens of different types of building to choose from. In keeping with Sim City Limited's youth-friendly approach, they tend to be the sort of constructions that a child's mind would consider important in a successful town, such as adventure playgrounds, zoos, hamburger bars, pizza parlours, sweetshops, cinemas, TV stations and so on – you won't find dull schools, boring offices and dreary factories in this game.





CITY LIMITS

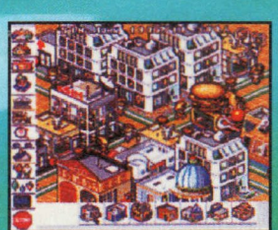
Of course, there are some limits on what you can and can't build (if there weren't it wouldn't be much of a game, would it? You could just slap down every type of building and have seen everything the game has to offer in less than half an hour). The main construction resource at your disposal is wood, which you gather from the nearby forests, and basically the more wood you have, the bigger and better the type of buildings you can erect. However, take care – fell too many trees and the environment will start to suffer, and so will your tiny townspeople.

ED

RMINGHAM IN SIM CITY!!

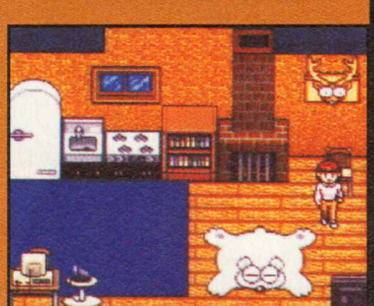
ON TOWERS IN THEME PARK!!

HDALE IN SIM CITY LIMITED!!



PERFECT PEOPLE!

When you build a house, you also get the chance to decide what sort of person lives in it. From a series of very simple multiple-choice menu you can select the occupant's sex, what they look like, what sort of clothes they wear, what their favourite food is, what their favourite pastime is and even what kind of pet they own, such as a dog, a cat, a rabbit or a, er, penguin. Yes, well, we all know somebody who owns one of them, don't we? Don't we? Lads? Lads? LADS!?!



MAKE 'EM LAUGH!

Your miniature citizens are the gauge of whether you're doing well or not. By clicking on them as they wander about the town's streets or put their feet up at home, you get a window telling you how happy they are and, if they're unhappy, an indication as to what they're displeased with. Some of their grumbles may be minor and easy to solve – they like hamburgers but there aren't any fast-food joints in the town, in which case you just build a burger bar – while others are much more complicated – if there's too much pollution or not enough food they tend to get very annoyed. Hey, wouldn't you?

Welcome to another Super Mario RPG encounter. As the countdown to the launch continues, NMS takes another sneaky look at Nintendo's biggest 16-bit offering for 1996!

Blimey, the days don't half drag by waiting for Mario's RPG to get released. Every morning I wend my wicked way up the steep stone stairs of EMAP Towers, making sure not to venture too close to the crumbling handrail for fear of falling four storeys down into the lair of the Maximum team. Once at the NMS pigeonloft I reach for the NMS calender and dispatch another date to the floor, sigh heavily to myself and contemplate how long it is until March 9th and the release of Mario's 3D romp. But today is slightly different – there's a package for me... Oh joy, more shots of Mazza's role-playing adventures for me to pour over. Oh yes, and you of course...

PLEASE RELEASE ME...

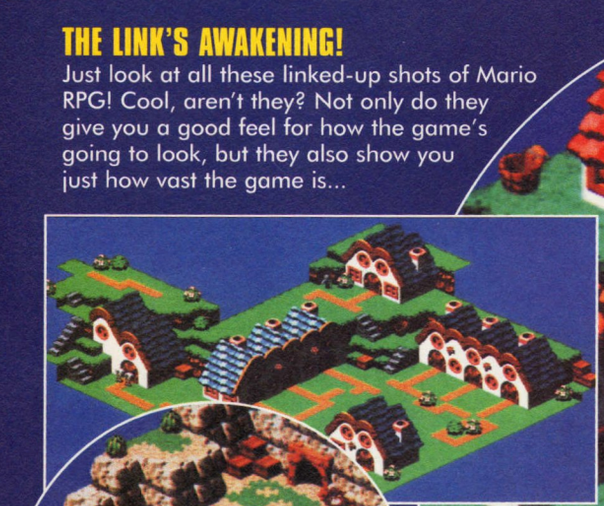
Oh yes, as if to echo the words of the great Engleburt Humpedink, along with the rest of Europe we pleaded and pleaded with Nintendo Of Japan to tell us what the English release date would be. We've known for quite a while now that the Japanese release was set for the 9th of March, but the elusive element until now was the date it would hit the streets of the UK. We can now reveal to you eager beavers of Britain that we should be able to get our grubby paws on copies sometime in July. Huzzah!

SUPER MARIO RPG

PDATE... SUPER MARIO RPG UPDATE... SUPER MARIO RPG UPDATE...

THE LINK'S AWAKENING!

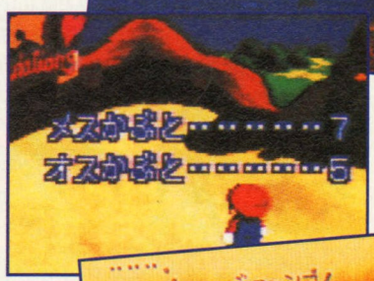
Just look at all these linked-up shots of Mario RPG! Cool, aren't they? Not only do they give you a good feel for how the game's going to look, but they also show you just how vast the game is...



SATISFY YOUR THIRST WITH MARIO RPG!

DOUBLE-BARRELLED GAME...

Ever since Mario first ran up a platform in a bid to defeat Donkey Kong, there's always been a barrel rolling around somewhere to thwart him. This time however, the barrels pop up as bonus games, in which Mario has to jump them to earn coins.



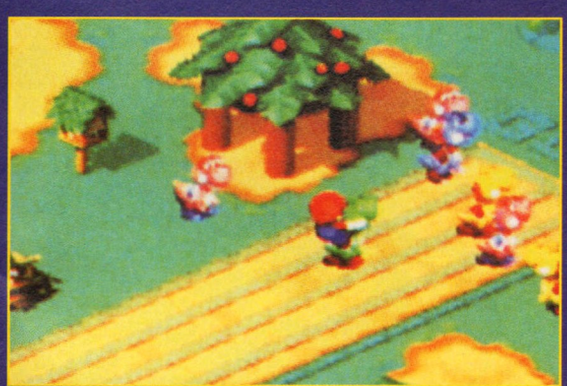
RECOVERY POSITION!

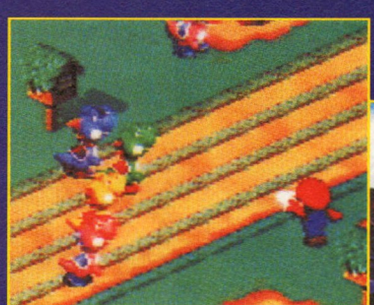
In typical RPG fashion the team encounter a host of nasties along the way that can seriously affect their chances of making their next birthday. Luckily, throughout the whole of Mario's adventure there's a splattering of shops that sell our Mario and his travelling companions special health bonuses. Problem is they cost hard-earned coins and it's easy to blow the cash on the mine cart level.

RIO RPG UPDATE!... SUPER MARIO RPG UPDATE!... SUPER MA

ON YOUR MARKS! GET SET! GO!

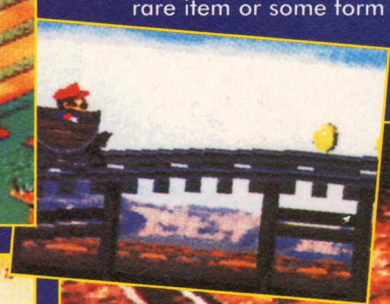
What Super Mario title could sit on the shelves of any software shop without somewhere including the Yoshi dinosaurs? Well, certainly not Super Mario RPG, that's for sure! Have yourself a goosey-goosey gander at this little sequence o shots. One of Mario's many tasks in this sprawling great adventure is to get the dinosaur-like Yoshis to have a bit of a sports day. We're not sure at the moment whether you can win coins or items by picking the winner in a MarioWorld Grand National style-e, but we'll keep you posted.

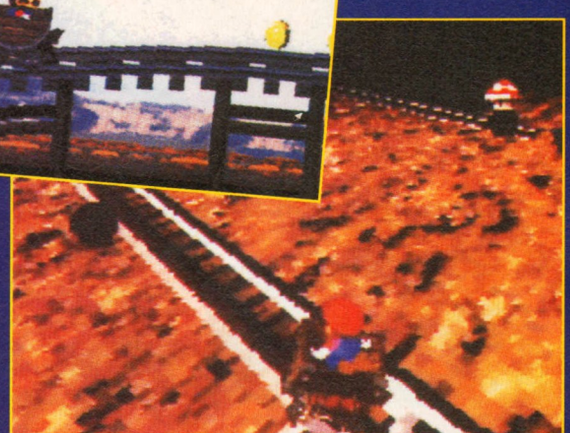




MINE'S A CART...

Back in November when we first broke the news about Mario's role-playing antics we mentioned that there was a mine-cart section involved somewhere in play. The mine-cart section lies deep inside Docherty Mountain and is known to the locals as the 'Scream Machine'. Mario has one main objective in the mine: to complete the fastest lap - a bit like the Grand Prix really. Unfortunately each go costs Mazza 10 precious gold coins (it's a pity they couldn't have a day pass or something), but the best lap time gets a rare item or some form of power-up. Either way it's a bit of fun to break up your adventuring.





GAME DATA

- GAME: SUPER MARIO RPG
- BY: NINTENDO
- RELEASE: MARCH 9TH (JAPAN)
- GAME TYPE: RPG
- PLAYERS: 1
- CART SIZE: 32 MEG

SUPER MARIO RPG

NMS ON THE ROAD

Welcome to a new regular feature where we at NMS hit the roads of Britain to find out what's selling in the shops and, more importantly, what you horrible lot are playing!

This month we took a trek up the motorway and found ourselves in the heart of the country – Birmingham! That's right gamelets, we visited the city that's home to the illustrious Aston Villa (guess who I support), gave birth to Frank Skinner and is infamous to road-users for Britain's biggest bottleneck: Spaghetti Junction, the Bermuda Triangle of the Midlands. So, let's meet the gamers of this fair city and find out what's what...

NMS UK TOUR 96

FAMOUS FOR FIVE, ER, CENTIMETRES!

Right you lot, fancy getting your ugly mugs in the hallowed pages of the world's best Nintendo mag? Well, it's easy. All you have to do is bump into our roving reporter on the alloted day and you could end getting the chance to stick your oar in about all things Nintendo and get your fizzog in NMS!

GAME ON!

Birmingham is one of the most competitive game arenas in Britain. There are more software shops in one square mile than in any other city centre and so competition is tough, which is good for you lot because it means only one thing better value and more for your money!

ELECTRONIC BOUTIQUE

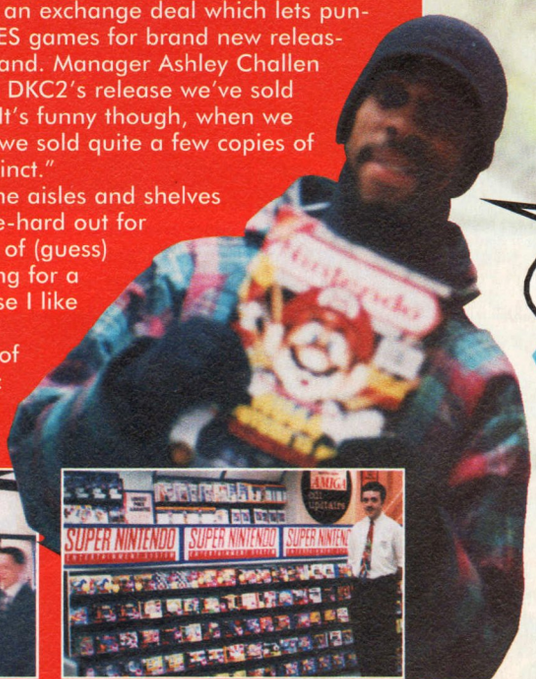
PALLASADES SHOPPING CENTRE

Electronic Boutique lies in the heart of Birmingham's main shopping centre and boasts a wide range of Super NES games. They also offer Nintendo gamers an exchange deal which lets punters swap their old Super NES games for brand new releases like DKC2 and Yoshi's Island. Manager Ashley Challen had this to say to us: "Since DKC2's release we've sold out of our allocation twice! It's funny though, when we were out of stock of DKC2, we sold quite a few copies of Yoshi's Island and Killer Instinct."

While rummaging around the aisles and shelves we bumped into the odd die-hard out for a bargain. Stephen Pinnock of (guess) Birmingham said "I'm looking for a copy of Killer Instinct because I like fighting games." And when asked about his fave game of all time he was in no doubt: "It's gotta be Mortal Kombat 3. It's excellent!"

BIRMINGHAM

I do like GameBoy products a lot. So much so in fact that I bought my 20 year old sister one for Christmas, so I can play it.



It's gotta be Mortal Kombat 3. It's excellent!

ISS Deluxe is brilliant! But I still can't get to grips with scoring!

MATTHEW HIGGINS
Kings Norton

NMS ON THE ROAD

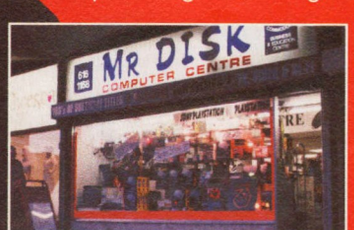
GAME
UNION STREET

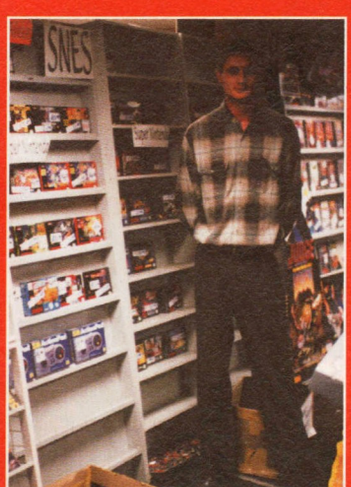
Head of Game's Birmingham operation is Mike O'Shaughnessy who's staff describe him as a 'fat brummy' – sorry Mike! Anyway, bright and breezy Game stock a wide range of Super NES and GameBoy product. When quizzed over what's hot and what's not Mike knew exactly what his gamers like: "It's odd because DKC2 hasn't been moving at all, but I can't get my hands on enough copies of Yoshi's Island!" He went on to tell us about the shop's top-sellers: "It's definitely Yoshi, he's flown out. Then it's DKC2 and then Killer Instinct, which is still selling well after all this time." When asked about his GameBoy product, Mike had only glowing reports: "GameBoy stuff is still pretty steady. We're still selling Donkey Kong Land, Zelda's still strong and the Arcade Classic range are moving very well."

Si Lee was busy shopping for Nintendo games when we caught up with him in Game. Twenty-five year old Si from Perry Barr is a keen Nintendo owner who lists his favourite game as Stunt Race FX. When interrogated about his most 'wanted list' it came as no surprise when he had this to say: "It's a bit obvious really – Yoshi's Island, DKC2 and Killer Instinct, although I do like GameBoy products a lot. So much so in fact that I bought my 20 year old sister one for Christmas, so I can play it."

MR DISK
SMALLBROOK QUEENSWAY

Mr Disk has been supplying the gamers of Brum with product for over 10 years and is now the city centre's only surviving independent. Mr Disk doesn't have the depth of range that their rivals do, but they do have quite a few bargains. Not only do they offer games like Madden 93 for as little as £9.99, but Mr Disk also has a rental scheme which allows gamers to hire out top titles for three nights for the humble price of £3.49. Lee Davis, Mr Disk's manager, was generally pleased with his Nintendo 16-bit sales, saying: "This Christmas was better for us than last year. We did well on Earthworm Jim 2, Theme Park, MK3, Doom and FIFA 96. And with our Mail Order scheme about to kick-off we're hopeful of greater things."





WHAT'S HOT IN YOUR SHOP!

Right gamestrels, hang on to your pads because these are the hot games that we at NMS consider are essential to anybody's collection.

DIDDY'S KONG QUEST

NMS rated 97%

SUPER NES • NINTENDO

Rare's second rumble in the jungle features even higher quality graphics and much tougher gameplay.

YOSHI'S ISLAND

NMS rated 97%

SUPER NES • NINTENDO

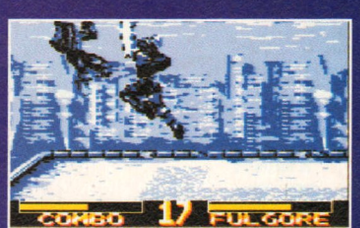
Intuitive platforming excellence as the Yoshis guide baby Mario across hazardous baddy-infested worlds.

KILLER INSTINCT

NMS rated 91%

GAME BOY • NINTENDO

Another Rare title roars onto Nintendo's hand-held machine boasting amazing playability and a link-up option.



NEXT STOP: BATH!

Calling all Bath-ing beauties! Keep an eye out for our Simon around Bath's town centre on **Friday, 23rd February**. If you see him, wave this copy of NMS in his face and you could earn yourself some top Nintendo goodies!

OP PRESS!! STOP PRESS!! STOP PRESS!! STOP I

Literally minutes before going to press, NMS received an official statement from Nintendo's bigwigs Stateside concerning the NU64's launch dates. The good(ish) news is that the Japanese launch is still the 21st of April. However, the Americans aren't due to get their 64-bit thrills until the 30th of September, while – and this is the really disappointing bit – there's no fixed launch date for the UK, with only a rather vague late Autumn time-line announced. Us? Annoyed? You betcha.

On a brighter note, Nintendo also announced that the machine would be branded worldwide as the Nintendo 64, losing the old 'Ultra' tag totally. Nintendo also confirmed that the machine's RRP is still to be targeted at under $250 (£199) and that game prices should fall in-line with those of current 16-bit Super NES titles. They also revealed plans for the 64DD bulky-drive system that allows gamers to 'write' information to their machine. The drive will come with 1-2 megabytes of RAM and will be capable of storing 64 megabytes of data - that's roughly 16 times more game data than, say, Donkey Kong Country. The 64DD bulky drive system (which is now scheduled for unveiling in late '96 for the Japanese market) will push Nintendo 64's already impressive stats way ahead of the competition. It will make the machine capable of shifting data twice as fast as both the Saturn and Playstation, while its raw processing power is nearly three times greater than the opposition!

NU64 SET FOR AUTUMN LAUNCH IN UK!! 64DD BULKY DRIVE STATS ANNOUNCED!!

ON SEPTEMBER 30th, DINOSAURS WILL FLY!

Because on that day, the home entertainment world starts spinning at 64 bits — faster than any video game system or personal computer ever made. Live your dream: Nintendo 64 and its revolutionary 3-D controller will send you as far into the game as you dare to go. Over the top. Out on the edge. Choose your hero: *James Bond, Ken Griffey, Jr., Super Mario.* Or even *Darth Vader.* You'll find them on games exclusive to Nintendo 64. Players will rock. Competitors will weep.

Is it worth the wait?

Only if you want the best!

NINTENDO 64 Nintendo

ALWAYS LOOK ON THE BRIGHT SIDE...

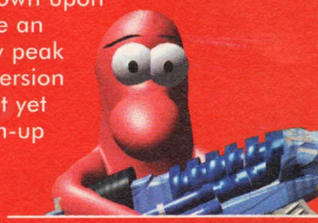
Like yourselves, we're bitterly disappointed with the announcement of release delays for those of us on this side of the Atlantic, but confirmation of a very competitive retail price coupled with the bulky drive's impressive performance figures at least give us something to smile about. More the moment it happens...

NEXT MONTH!

KILLER INSTINCT 2!!

Okay, no more fooling around. Yes, forget the hype and listen up, because next month we give our in-depth critical verdict on what is destined to become one of the biggest coin-ops in arcade history!

WORMS!!



If the gods smile down upon us we hope to have an EXCLUSIVE preview peak at the Super NES version of the mega-violent yet ultra-cute blast-'em-up that's driving gamesplayers worldwide crazy!

KIRBY BLOCKBALL!!

All hail the Kirbster! Yes, the blob-like sex symbol returns to the GameBoy in a ker-razy retread of the arcade classic BreakOut! Tune in next issue for the full and final low-down!

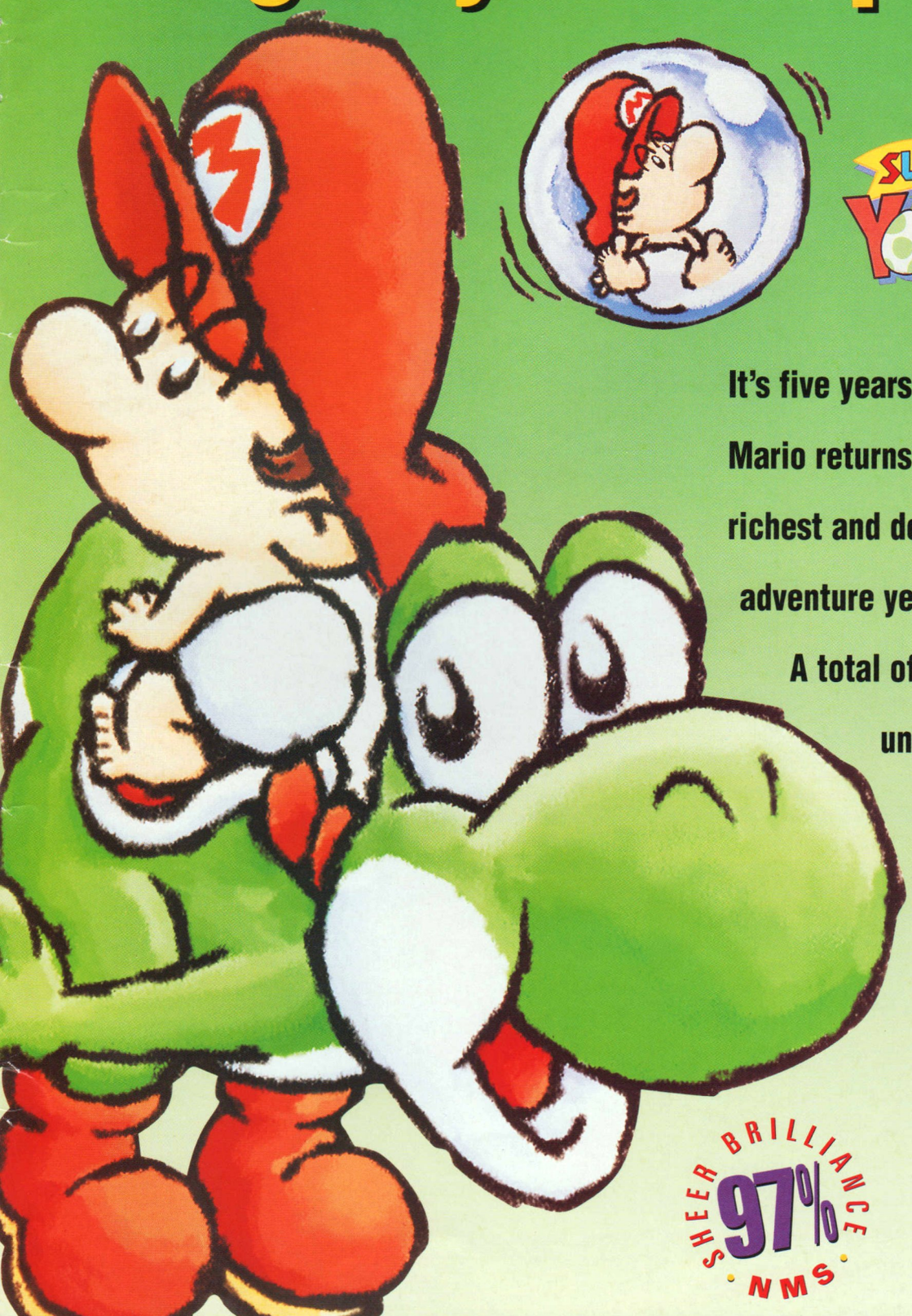
PLUS!!

More? You want more!?!? Well, thank goodness because that's exactly what you're going to get, including reviews of Breath Of Fire 2, Megaman X3, Mickey & Donald's Magical Quest 3 and Parodius 3, on-going playguides to Diddy's Kong Quest, Yoshi's Island and Earthworm Jim 2, and some amazing previews which must, for now, remain classified 'Top Secret'!

Nintendo® MAGAZINE SYSTEM

ISSUE 43 ON-SALE MARCH 20TH!! ORDER IT FROM YOUR NEWSY NOW!! IT'LL BE – HISSS!! – HOT!!

He's the reason you bought your Super NES.



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